SUPER NES

Nintendo®

PLAYER'S GUIDE

The only official guide to the Super NES straight from the pros at Nintendo!

SUPER MARIO WORLD
THE LEGEND OF THE MYSTICAL NINJA
JOE&MAC
THE LEGEND OF ZELDA
JOHN MADDEN FOOTBALL
F-ZERO
SimCity
Super GHOULS'N GHOSTS
HAL'S HOLE IN ONE golf
The Daily Sun
Mindscape Presents
PAPERBOY 2
R-TYPE
Pilotwings
HOME ALONE
Super Castlevania IV
U.N. SQUADRON
Final Fight
FINAL FANTASY II
So this is Redmont.

SUPER NES

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VIDEO GAME EVOLUTION WITH THE SUPER NES

With the coming of the Super NES, video games and video game players may never be the same again. This Player's Guide introduces you to the first batch of Super NES games—those currently on the market or about to be released. It's the first inside look at the rapidly growing library of titles for the Super NES. You'll see what makes each game special and how the programmers make use of the technological advances offered by the system. You'll also find winning tips and strategies for each of the 39 games reviewed.

Programmers around the world have flocked to the Super NES because it allows them great creativity and a broad game playing audience. The expanded memory and 16 bit processor make PC conversions possible, even where advanced models require enormous calculating power and speed as in SimCity. Superior graphics and smooth animation are essential when converting hit arcade games like Final Fight, and here again the Super NES has the muscle to do the job and do it well. Sequels to favorite NES games have also made the switch to the Super NES, resulting in awe inspiring titles like Super Mario World and Super Castlevania IV. These games have been improved in every way, from the detail of their graphics to the size and complexity of their worlds. Sports games benefit, too. There are more options than ever in games like True Golf Classics. Play against the computer or in a tournament, change your view or track the flight of the ball to analyze your swing. The Super NES sizing and smooth scrolling add a new sense of reality to sports games, especially fast-paced racing and flying games such as F-Zero and Pilotwings.

For a deeper understanding of the technology involved, read the chapter titled "Inside The Super NES", which introduces you to the Super NES hardware and explains how Mode 7 and other features are utilized by the games. Even if you don't own a Super NES yet, the Super NES Player's Guide can be a valuable tool. People buy game systems for the games, not the hardware. With the Player's Guide you can make direct, insightful comparisons of games. Game types are broken down into chapters to make it easy, and each review covers both the specialized Super NES features and hot tips to get you into the game like a pro. The Super NES Player's Guide covers all the action, whether it's on the screen or in the CPU. Enough already, let's get playin'!

LOOK FOR MORE NINTENDO PLAYER'S GUIDES
FOR COMPLETE GAME COVERAGE FROM THE PROS

SUPER NES

Nintendo®

PLAYER'S GUIDE

INSIDE THE SUPER NINTENDO® ENTERTAINMENT SYSTEM

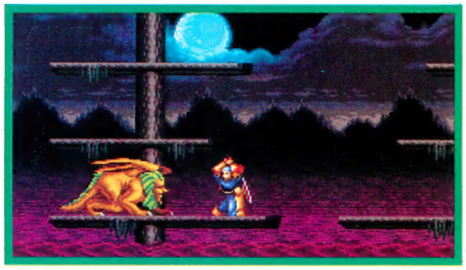
THE ULTIMATE GAME SYSTEM FOR THE ULTIMATE GAMES

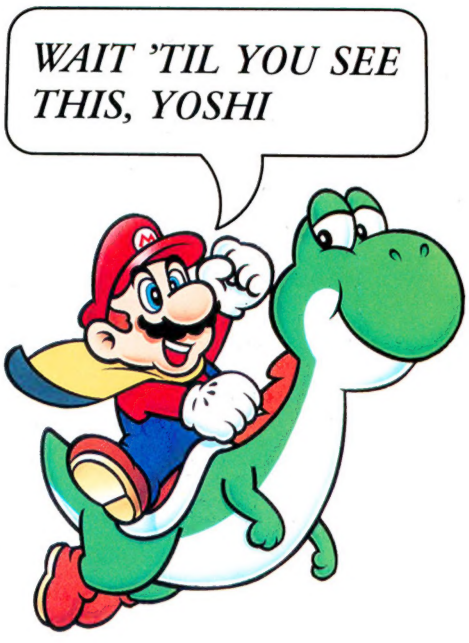
You could say that the Super NES is the unsung hero of this book. If it wasn't for this remarkable machine, none of the outstanding games reviewed in these pages would have been created. For this reason, an introduction to the hardware and its capabilities is appropriate to game players.

The Super NES and the Super Famicom (the Japanese version) were created out of Nintendo's desire to provide a state-of-the-art platform to support a new generation of super-sophisticated video games. Mr. Uemura of Nintendo Company Ltd. in Japan directed the design of the Super Famicom hardware, which is identical to the Super NES, while Lance Barr at Nintendo of America designed the housing for the Super NES along with modifications in the Controllers and Game Paks. Their joint efforts resulted in the Super NES as we know it today.

SUPER NES FACTS AND FUNCTIONS

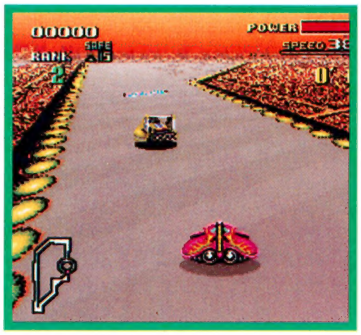
It wasn't so long ago that people thought Pong looked pretty cool. Now, the stunning graphic effects of the Super NES seem to make game characters and scenes leap to life on the screen. With the Super NES and its unique Mode 7 effects, you can sit in the cockpit of a plane and look out at a simulated world moving by! Mode 7 functions set the Super NES apart from other 16-bit game systems. The functions are handled by a special part of the processor that manipulates numbers at high speed—mainly multiplying and dividing the parameters of characters or backgrounds on the screen. The resulting effect, whether it is rotation, scrolling or scaling, is smooth and life-like.

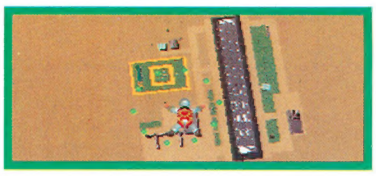




THE SUPER PERSPECTIVE

Some of the most impressive Super NES graphics are the result of rotating backgrounds and scaling. Scaling creates the effect of zooming in and out by graduating the background in smooth steps, so it looks like objects are approaching or receding the way real moving objects would. It results in realism that makes your eye see depth in the two-dimensional screen. To see scaling in action, watch the objects on the ground race towards you in Pilotwings. The Super NES also creates dizzying spin effects by rotating backgrounds. Just as scaling seems to bring objects forward and back, rotating backgrounds make it seem like foreground objects are spinning. For example, when Morton Koopa spins in Super Mario World, it's because he *is* the rotating background. The lava, barrels and blackness are drawn in the foreground. That background also scales, making it look like Morton is approaching and disappearing.

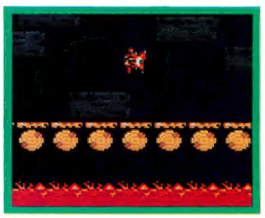




The scaling function is at its most impressive in speed-oriented games like F-Zero. When background objects swiftly but smoothly grow larger, it feels as if you are actually racing forward. In F-Zero, the sense of speed is so real that many players find themselves actually leaning around corners!

SUPER MARIO WORLD SHOWCASE

Morton Koopa in Super Mario World appears to fly toward you and away from you while spinning. Both rotation and scaling are used to achieve Morton's dizzying act. The creative use of Mode 7 functions can add both flash and a sense of reality.



THE GROWTH FACTOR

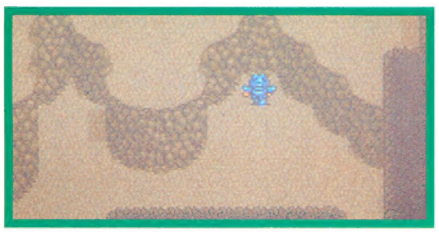
Programmers use "tricks," like drawing characters and objects in backgrounds that can be scaled and rotated, to add to the depth of Super NES games. Another programming technique results in animation that rivals that of television cartoons. Programmers create amazingly realistic graphics by adjusting the graphic display to at least 16 frames per second so the human eye cannot discern breaks in the motion. Watch Mario fly with his cape to see how realistic video animation can be.

SMW SHOWCASE

Another of the interesting graphic effects used by programmers in Super Mario World uses a mosaic function. Screens appear to fade in and out in blocks as Mario enters and exits areas. To create the effect, the "tiles" that make up the mosaic peel off in layers, making the screen look like it's fading to black.

COLOR LAYERING

One of the most useful and subtle effects is called Color Layering, which gives the impression of transparent objects like glass, clouds or smoke passing over a screen. The object is not really transparent; rather it takes on lighter or darker shades of the colors on the underlying screen to produce the transparent effect.



In Final Fantasy II, color layering creates the foggy look of the Cave of Mist. The same technique is used in the Lost Woods of Zelda: A Link to the Past.

SMW SHOWCASE

When Mario swims at the surface of a lake you can see background objects continuing down into the water. The transparent look is due to color layering.

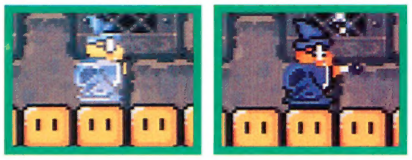
PALETTE PROS

The total color spectrum of the Super NES is 32,768, which means that it can display 32,768 individual colors. That's a lot for graphic designers to choose from. One limitation is that a screen can display only 256 colors at a time, but each separate screen can have its own palette of 256 colors. This feast of hues makes possible the use of highly detailed, digitized graphics. Photographs are scanned, digitized and colorized with 256 colors from the total possible of 32,768. In games like The Rocketeer and Super Battletank, in which the game graphics were taken from actual photos, the results add a sense of reality that brings the games to life.

SHIFTING PALETTES

One quick and efficient way to change the look of a screen is to change the color palette. Some, or all, of the 256 colors for the original palette can be exchanged. One use would be to cast a day scene into night, or to hide a character by making it match the background.

SMW SHOWCASE



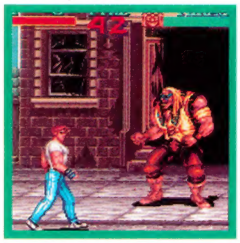
Sometimes when a villain vanishes, they don't really go anywhere. That's the case in Lemmy's Castle when the Magikoopas fade in and out. Actually, the characters are just being recolored so they match the background. The same technique is used in the Ghost House where certain Boo Buddies disappear.

THERE ARE GIANTS

One of the limitations of earlier systems was that the moving objects, sometimes called sprites, were limited to small sizes. In addition, the moving objects were fairly simple, as were the backgrounds. But when the backgrounds become elaborate as they are in Super NES games, the moving objects must also be detailed or you would end up with a mismatch, like beautiful Disney cartoon backgrounds with stick figures for characters.

Luckily, the Super NES can handle large, highly detailed moving objects. The largest moving objects can be 128 x 128 characters. In comparison, the original Super Mario moving object is composed of 8 x 8 characters. A character is an independent piece of the overall moving object, like Mario's arm. One super result is gigantic creatures like the monsters in Gradius III.

Bigger isn't always better, however, because the large moving objects must also display smooth animation to be believable. The Super NES gives programmers all the tools they need to achieve this level of animation by providing the large number of characters and the calculating power to keep them all in smooth synch.

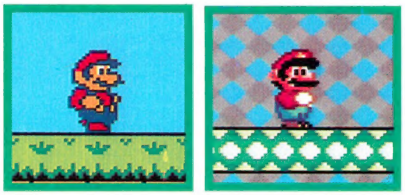


Final Fight pits giant heroes against giant foes. The animation is quick and realistic just like on arcade systems.

SMW SHOWCASE

Not only can the Super NES handle large moving objects, it can also handle large numbers of them, like a Ghost House full of Boo Buddies. In all, there can be 128 moving objects on the screen at one time.

● NES ● SUPER NES



Character blocks in NES games are limited to the use of four colors per character. On the Super NES, characters can consist of 16 colors. As a result, characters and the larger moving objects that they compose are far more detailed on the new system.

EXPLORING NEW DEPTHS

Perhaps the most dramatic effect on the Super NES is the 3-D depth achieved through the use of multiple scrolling backgrounds. In traditional sideview games like Super Mario Bros., Mario moves against a single background that scrolls along with him. With the Super NES, programmers can use up to four backgrounds that move at different speeds. The result is a feeling of true depth. It's the same perspective effect that occurs when you're driving along the freeway: signs close by seem to zip past you while a building in the distance seems to move slowly and a mountain many miles away hardly seems to move at all. Castlevania IV uses this effect superbly in many of the stages. Of course, backgrounds can also be used in the foreground, but no matter where the moving object appears, the success of the 3-D effect rests on the fact that the speed and direction of the moving object under your control (for instance, Simon Belmont in Super Castlevania IV) dictates the rate of scroll for each background. The synchronization is made possible by the advanced capabilities of the Super NES.

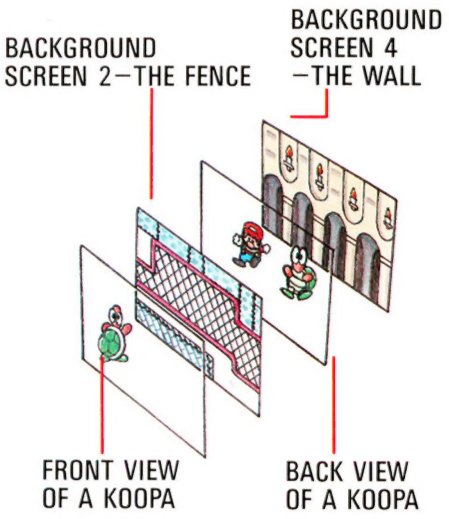
While multiple scrolling backgrounds produce an eerie, 3-D effect in Super Castlevania Ⅳ, the artistry of the backgrounds is just as important.

MOTION IN THE BACKFIELD

Since backgrounds can be placed in the foreground in Super NES games, it means that moving characters can appear between the backgrounds. This allows moving objects to pass behind foreground objects like fences or trees for a very realistic 3-D effect. Such techniques can also add to the game play, because moving out of view may necessitate new strategies of searching or attacking.

SMW SHOWCASE

In Morton Koopa's Castle, Mario finds himself having to crawl around on a wire fence with a troop of Koopas. This is a great example of how multiple backgrounds can add to a game. Using the pivoting doors in the fence, Mario can pass to the back side of the fence to avoid or attack the Koopas. When a Koopa is on the near side of the fence, what you are really seeing is a front view of the Koopa moving against four background screens. When it is on the back side of the fence, you are seeing the back view of the Koopa moving between the second and third background screens.



SYMPHONY OF SOUND

All too often excellent graphics are equated with the overall excellence of a game. Sound effects (in the past, at least) were rarely a consideration. But the Super NES may change all that with the ability to produce eight sounds simultaneously using its 8-bit audio processor. In Zelda: A Link To The Past you can hear wind, rain, splashing footsteps and background music all at once. Subtle audio clues also become important, adding to the depth of game play.

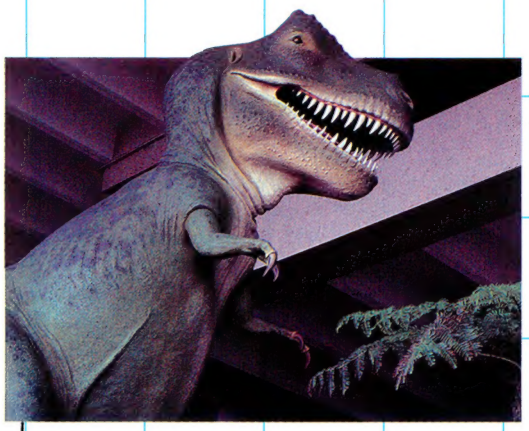
STEREO MOTION

Stereo sound adds even more depth to Super NES games because it approximates live sounds and can produce a sense of motion. Each sound can be programmed on a scale of separation with values from 1 to 256, where one is entirely in the Left channel and 256 is entirely in the right channel. If the value for a sound shifts over time, you will hear that sound moving from left to right or from right to left. On some games you can actually follow the on-screen action by listening to the movements!

SAMPLE REALITY

The separate digital processor of the Super NES can handle digital signals in the same way that a CD converts digital signals into sound. This means that if you can digitize a sound, you can play it back on the Super NES. In games like ActRaiser you will hear full musical scores, and that's just the tip of the iceberg, because sound effects and voices can now be sampled, digitized and added to games. The one drawback is that digital sound information requires huge amounts of memory and some programmers would rather use their available memory space for other purposes.

ACTION



AN AWESOME APPETITE

Imagine for a moment the appetite of Yoshi's "cousin," the Brachiosaurus. He weighed in at around 89 tons – about the same as 12 full-grown elephants like those you see at a zoo. If you think Yoshi eats a lot, just think about the size of a Brachiosaurus brunch!

SUPER MARIO WORLD 8

ABANDONED ARMOR

Early armor, made of quilted fabric, leather or mail, protected against the weapons of the day. By the 14th century, warriors wore partial armored plates, but with the success of the English Longbow, 15th century soldiers needed the added protection of full suits of armor. The cumbersome suits were abandoned, though, as cannons and firearms made mobility more important.

SUPER GHOULS'N GHOSTS 16

DRACULA PALES IN COMPARISON TO THE ORIGINAL

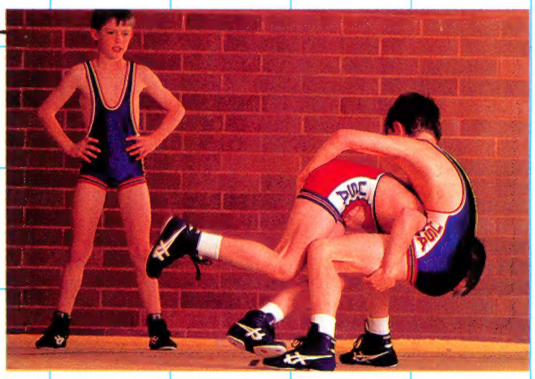
When Bram Stoker wrote his famous novel, Dracula, in 1897, he based the character on Vlad Tepes, a 5th-century prince of Wallachia who thrived on torturing people. Although he shared Dracula's taste for humans, his favorite type of torture was impaling people on huge stakes, thus becoming known as "Vlad the Impaler."

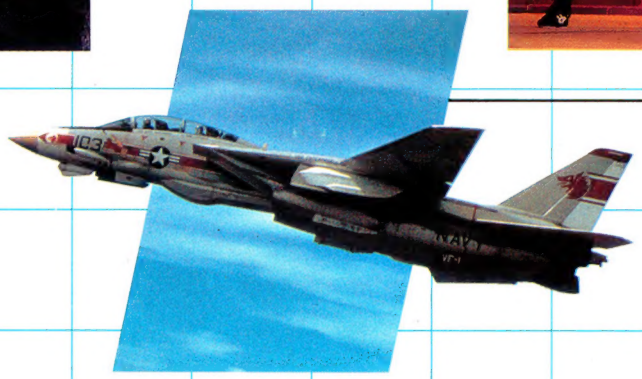
SUPER CASTLEVANIA 26

MAT MOVES

Wrestling has fascinated people since the days of the ancient Greeks. Although now its most popular form is exhibition or "pro" wrestling, it remains a common way to keep fit from grade school to college. But it's not surprising that Capcom borrowed from the no-holds-barred world of Hulk Hogan rather than high school gyms when they gave Final Fight hero Haggar moves like the suplex.

FINAL FIGHT 36





TURN AND BURN

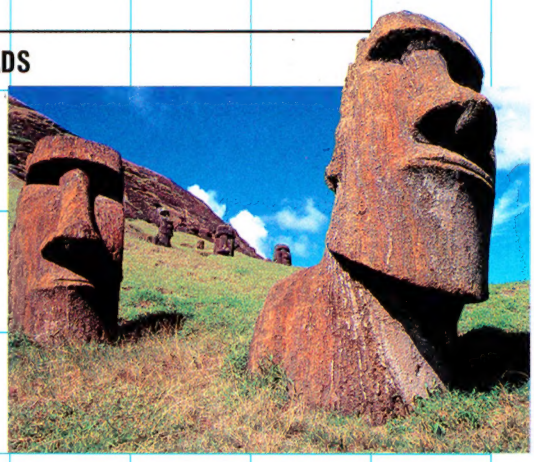
The U.S. Navy's F-14 Tomcat is a twin-engine, two-seat fighter that can take off from the deck of an aircraft carrier. Its unusual swept-wing feature lets it extend its wings when flying at low speeds and pull them in towards the fuselage to reduce wind friction when flying at high speeds. Top speed: Mach 2.4.

U.N. SQUADRON 54

USING THEIR HEADS

Hundreds of huge statues, some up to 40 feet tall and weighing more than 50 tons, were created from compressed volcanic ash and raised onto burial platforms by a pre-Columbian culture long before they were compressed into a video game. They stood with their backs to the sea when the Polynesian island was discovered by Dutch admiral Jakob Roggeveen on Easter Sunday in 1722.

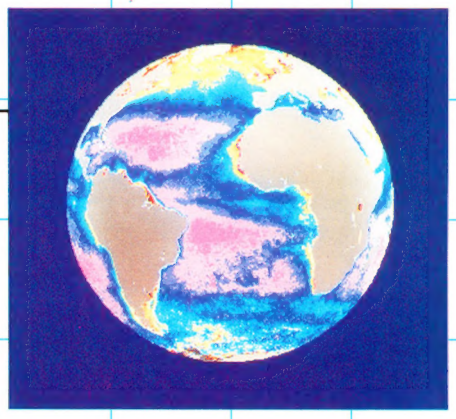
GRADIUS III 42



BIG MOUTH

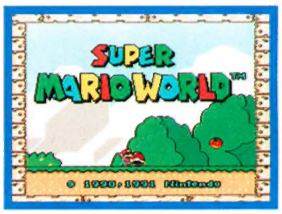
If the Earth were an inch and a half in diameter, it would be bite-sized for a six-foot-tall person. If there were lots of little Earths, people could pop them into their mouths like malted milk balls. The huge, menacing creature of the BYDO empire would have to be about 2,001,120 feet tall to pop the real earth into its mouth. Yikes!

SUPER R-TYPE 48



SUPER MARIO WORLD

Bowser Beware!!!



Join Mario, Luigi and their new pal, Yoshi, in the most thrilling Mario Bros. adventure yet! Super Mario World showcases the incredible capabilities of the Super NES.

MARIO: MAN OF MANY MOODS

Like everyone else, Mario has changed in appearance over the years. His adventures have been nothing short of legendary. The Super Mario Bros. series takes off again, but this time the Super NES gets to host the festivities. In Super Mario World, Mario can pick up Mushrooms which will turn him into Super Mario. Fire Flowers enable him to throw fireballs. The power of Starman will make him invincible for a short period of time. Mario has been able to get these Power-Up items before, but now he has more Power-Ups! If Mario grabs a Feather, he will change into Caped Mario and have the ability to fly. Find a Balloon trapped in a Block and Mario can float along like a blimp. Mario rules!

● SUPER MARIO BROS.

● SUPER MARIO BROS. 2

● SUPER MARIO BROS. 3

● SUPER MARIO WORLD

■ TROUBLE IN DINOSAUR LAND

When Mario begins his adventure he will visit Yoshi's house. He reads a note which tells him that Yoshi has gone to rescue his friends who were captured by the evil Bowser. It's time for the Mario Bros. to leap into action!

YOSHI

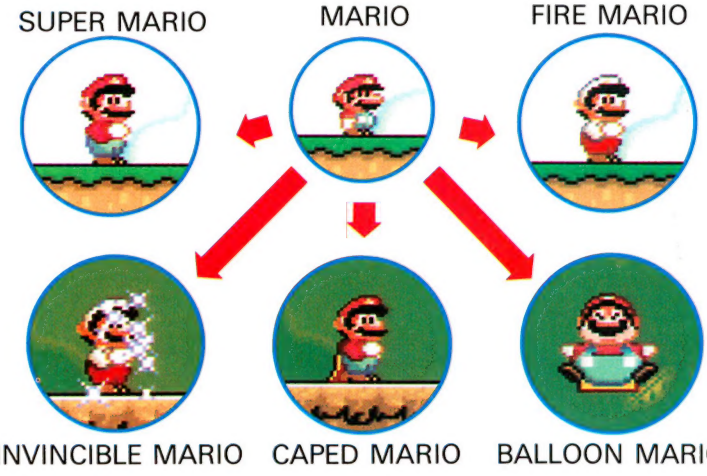
MARIO

LUIGI

BOWSER

■ POWER UP!

All of the Power-Up items are encased in "?" Blocks. Sometimes the Starman, Feather, Fire Flower and Mushroom are kept in a Roulette Block and Mario can choose the item he wants if his timing is good.



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TRICKY TECHNIQUES FOR MARIO'S NEW WORLD

Mario will come across new Power-Up items in Super Mario World, but he will also learn some fancy new moves and techniques for attack! We've come up with a rating system for the effectiveness and ease of use of Mario's new found techniques. An "A" in the Value category means that the technique is very useful in many places throughout the game. An "A" in the Difficulty category means that the technique is relatively easy to accomplish.

GETTING A YOSHI BOOST

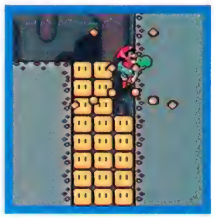
VALUE–A DIFFICULTY–A

If Mario needs a boost to get up to a spot where he normally could not jump, Yoshi can help him. To accomplish this feat, you will need to press the B Button to make Mario jump with Yoshi. Then, at the peak of the jump, press the A Button to do a Spin Jump off of Yoshi's back.

SPIN JUMPING WITH YOSHI

VALUE–B DIFFICULTY–A

Mario can Spin Jump and break down through Blocks by himself, but can he do it when he's riding Yoshi? Yup. Mario can break through Blocks while riding Yoshi if Mario does a Spin Jump off of his back and then lands on Yoshi again. You'll have to control the direction of Mario's jump, though.



FLYING HIGH

VALUE–A DIFFICULTY–C

After grabbing a Feather, Mario can build up speed, jump into the air, and then fly. With the proper technique and if there's nothing in his way, Mario can fly through a whole Level of the game! Hold the Y Button and tap the directional control in the opposite direction of Mario's flight.

SETTING FLIGHT SPEED

VALUE–A DIFFICULTY–B

Learning to control Mario's flight speed allows him to either slow down to pick up some Coins or speed up to get away from pursuing enemies. Release the Y Button when cruising altitude is reached and float to the ground. Tap the directional control Left or Right to control the speed of your descent.

CHANGING FLIGHT PLAN

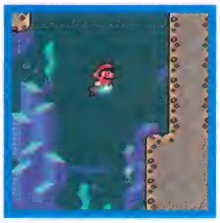
VALUE–D DIFFICULTY–D

Mario can be flying along at cruising speed and altitude in one direction and then change course. If you see some coins that you want or an elusive 1-Up, release the Y Button and move your thumb to hold the B Button. You can slowly float down in either direction.

NAVIGATING UNDER WATER

VALUE–B DIFFICULTY–A

Mario learned to swim in the original Super Mario Bros., but he's a full-fledged expert now! Push Up on the Control Pad and tap A or B to send Mario quickly to the water's surface. Press diagonally Down to the Left or Right and tap A or B to easily tread water.



FLINGING FIRE

VALUE–C DIFFICULTY–C

If Mario wants to pick something up, he presses the Y or X Button to hold it. However, Fiery Mario may destroy the object before he picks it up because the Y and X Buttons will shoot a fireball. Face the opposite way, press the Y or X Button, and THEN turn around to pick up the object.

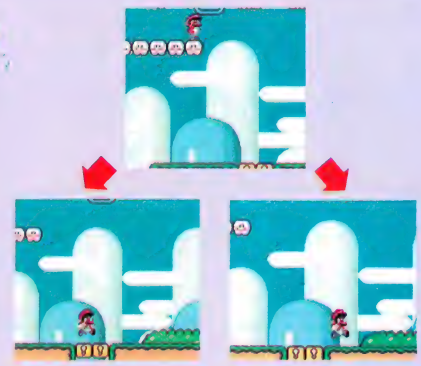
CLIMBING WITH BAGGAGE

VALUE–C DIFFICULTY–A

Mario can climb Vines while he's packing baggage! First, pick the item up, then move to the Vine. Look up and release the Y or X Button to throw the item vertically. Start climbing. Mario will catch the item as he climbs the Vine. This is a good technique if you don't know what's coming next!

THE AMAZING POWER OF Y

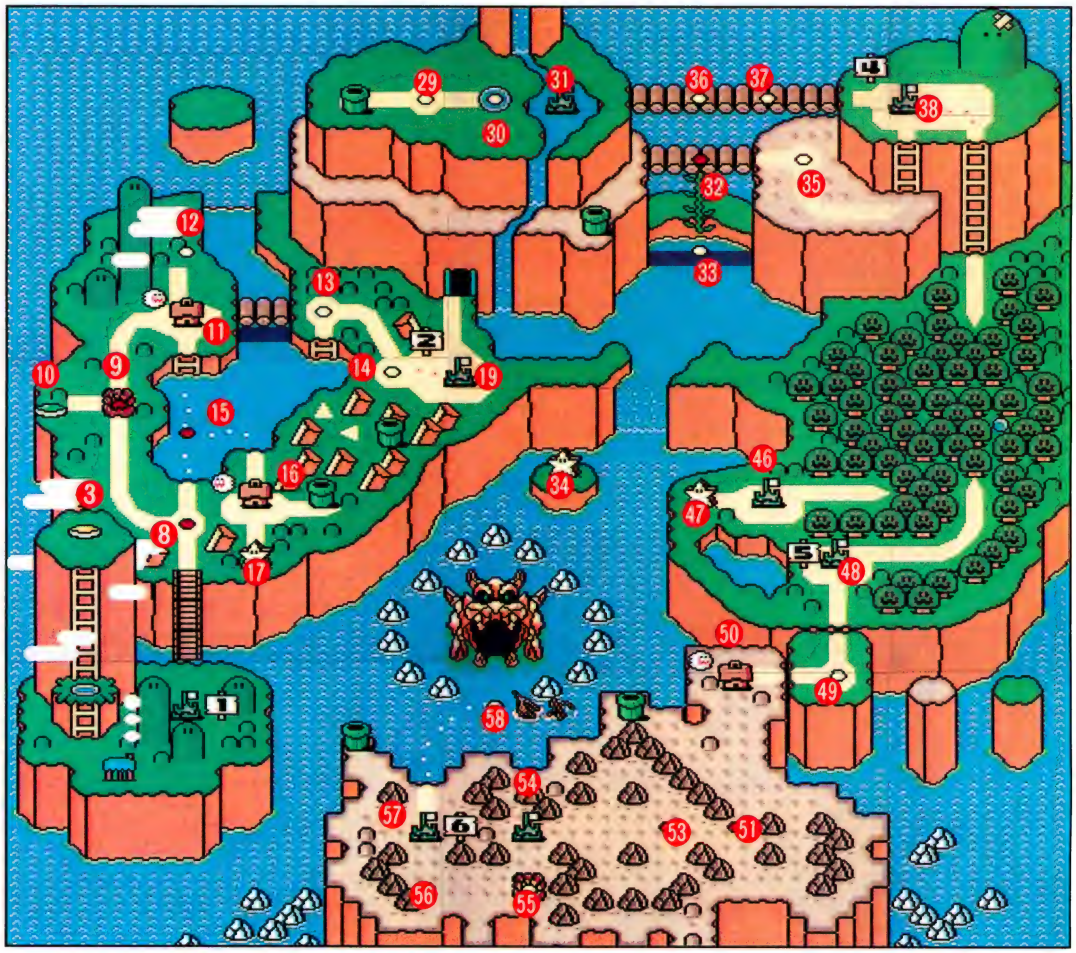
The Y Button is the Button to press and hold if you want to make Mario run rather than walk. However, the Y Button allows Mario and Yoshi to accomplish many feats which were never before imaginable! The Y Button allows Mario to hold onto many items and to also throw those items at will. It's a good idea to always have your right thumb poised and at the ready over the Y Button. You'll be using it quite often. Caped Mario can jump twice as far as normal with or without Yoshi if you press and hold the Y Button until Mario lands safe and sound. If Mario is falling, the Y Button can save him from an untimely demise.



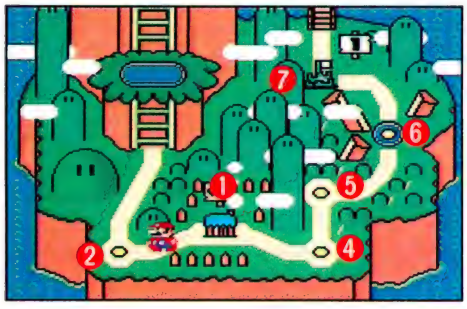
IT'S A WIDE, WACKY WORLD

Dinosaur Land is the widest, wildest, wackiest world Mario and Luigi have ever warped to. From the top of the tower on Yoshi's Island to the dark dungeon of Bowser's private domain, the plucky plumbers happen across a mad menagerie of marvelous and menacing creatures. No matter how rough the road gets, no matter what turns it takes or what bad guys Bowser puts there, they won't pause to ponder their plight. Over Donut Plains (and donuts iced), up and down the ripples of Cookie Mountain, over and under the aging Cheese Bridge, through the babbling bubbles of Soda Lake to the deep, dark reaches of Chocolate Island they persevere. You see, when the Princess is in a pickle, there is no stopping Mario and Luigi. Take a tour with them. See just what you have to be prepared for every minute when you are the Super Mario Bros.

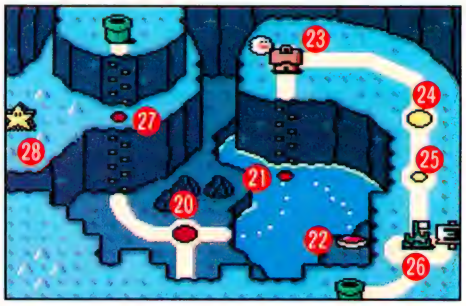
DINOSAUR LAND



YOSHI'S ISLAND



VANILLA DOME

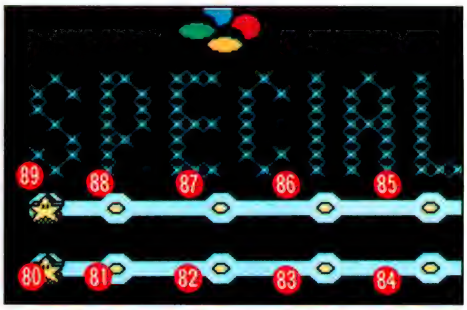


FOREST OF ILLUSION

VALLEY OF BOWSER

STAR WORLD

SPECIAL WORLD



YOSHI'S ISLAND

1. YOSHI'S HOUSE
2. YOSHI'S ISLAND 1
3. YELLOW SWITCH PALACE
4. YOSHI'S ISLAND 2
5. YOSHI'S ISLAND 3
6. YOSHI'S ISLAND 4
7. IGGY'S CASTLE

Mario can tame turtles, but what does he do with the eggs-ellent egg he finds? He hatches it, of course!

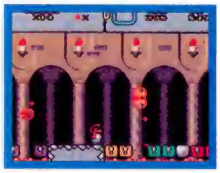
TWIN BRIDGES

32. CHEESE BRIDGE AREA
33. SODA LAKE
34. STAR ROAD (3)
35. COOKIE MOUNTAIN
36. BUTTER BRIDGE 1
37. BUTTER BRIDGE 2
38. LUDWIG'S CASTLE

The Twin Bridges are short, but challenging. Heat it up with the Sumo Bros. and cool it off in Soda Lake.

VALLEY OF BOWSER

58. SUNKEN GHOST SHIP
59. VALLEY OF BOWSER 1
60. VALLEY OF BOWSER 2
61. VALLEY GHOST HOUSE
62. VALLEY OF BOWSER 3
63. VALLEY OF BOWSER 4
64. STAR ROAD (5)
65. LARRY'S CASTLE
66. FRONT DOOR
67. VALLEY FORTRESS
68. BACK DOOR



King Koopa awaits Mario's return at the end of the underwater Valley of Bowser.

DONUT PLAINS

8. DONUT PLAINS 1
9. DONUT PLAINS 2
10. GREEN SWITCH PALACE
11. DONUT GHOST HOUSE
12. TOP SECRET AREA
13. DONUT PLAINS 3
14. DONUT PLAINS 4
15. DONUT SECRET 1
16. DONUT SECRET HOUSE
17. STAR ROAD (1)
18. DONUT SECRET 2
19. MORTON'S CASTLE

Secret sites abound on the Donut Plains. Mario's travels take him spe-lunking in caves and ker-plunking in waves.

FOREST OF ILLUSION

39. FOREST OF ILLUSION 1
40. FOREST OF ILLUSION 2
41. BLUE SWITCH PALACE
42. FOREST OF ILLUSION 3
43. FOREST GHOST HOUSE
44. FOREST OF ILLUSION 4
45. FOREST SECRET AREA
46. FOREST FORTRESS
47. STAR ROAD (4)
48. ROY'S CASTLE

There are many secret exits in the Forest of Illusion, but Mario's brain power will ultimately prevail.

STAR WORLD

69. STAR ROAD (1)
70. STAR WORLD 1
71. STAR ROAD (2)
72. STAR WORLD 2
73. STAR ROAD (3)
74. STAR WORLD 3
75. STAR ROAD (4)
76. STAR WORLD 4
77. STAR ROAD (5)
78. STAR WORLD 5
79. STAR ROAD (6)

Mario needs to find a key to unlock each secret exit in every Star World. Can you help him find them all?

VANILLA DOME

20. VANILLA DOME 1
21. VANILLA DOME 2
22. RED SWITCH PALACE
23. VANILLA GHOST HOUSE
24. VANILLA DOME 3
25. VANILLA DOME 4
26. LEMMY'S CASTLE
27. VANILLA SECRET 1
28. STAR ROAD (2)
29. VANILLA SECRET 2
30. VANILLA SECRET 3
31. VANILLA FORTRESS

Sounds tempting, but there's nothing for Mario to eat in the Vanilla Dome, but Yoshi will have a field day!

CHOCOLATE ISLAND

49. CHOCOLATE ISLAND 1
50. CHOCO GHOST HOUSE
51. CHOCOLATE ISLAND 2
52. CHOCOLATE SECRET
53. CHOCOLATE ISLAND 3
54. CHOCOLATE FORTRESS
55. CHOCOLATE ISLAND 4
56. CHOCOLATE ISLAND 5
57. WENDY'S CASTLE

Chocolate Island is also a bust for goodies that Mario can munch on, but who's got time to stop and eat?

SPECIAL WORLD

80. STAR ROAD (6)
81. GNARLY
82. TUBULAR
83. WAY COOL
84. AWESOME
85. GROOVY
86. MONDO
87. OUTRAGEOUS
88. FUNKY
89. STAR ROAD (7)

The Special Worlds are for experts only. Mario will face eight of the toughest levels ever!

FIND THE SECRET KEYHOLES AND SPECIAL GOALS

Each level in Super Mario World has at least one exit. The levels which are marked with a red dot have a regular exit and a secret exit. Mario must use his incredible talent and special techniques to find most of the secret exits. Most of the secret exits will be marked with a key which Mario must fit into a nearby keyhole, but some have a regular Goal. Let's take a look at some of the secret exits which Mario must locate.

DONUT PLAINS 1

TO DONUT SECRET 1

If Mario has completed the Green Switch Palace, finding this secret exit will be no problem. There is a column of Green Blocks near the end of Donut Plains 1. Hold the Y Button and run right up the Blocks to find the key and keyhole. If the Green Switch Palace has not been tripped, Mario must have the Cape to fly up to the secret exit.

DONUT PLAINS 2

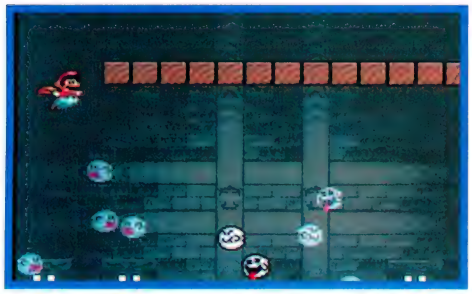
TO THE GREEN SWITCH PALACE

Mario heads underground for Donut Plains 2. This level features automatic scrolling. Go up the second green pipe to reach a secret area. There is a Vine in the highest Block that will take you to the key. Caped Mario can fly to the secret exit, but you may want to grab the blue shell and toss it at the highest Block to trip the Vine.

DONUT GHOST HOUSE

TO THE TOP SECRET AREA

You must have Caped Mario to get to this secret exit and Goal. Fly up and to the far left to find an opening. Run right to the door. Don't forget to get the four 1-Ups!



DONUT SECRET 1

TO THE DONUT SECRET HOUSE

The keyhole in the underwater Donut Secret 1 is in plain sight, but where's the key? Activate the P-Switch and then hit the "?" Block to find the key.

DONUT SECRET HOUSE

TO STAR ROAD (1)

Carry the P-Switch to the left of where the Yellow Blocks and Yellow Door are. Activate the switch. Hit the Block above the Door and then climb the Vine that appears. The Blue Door will take you to Big Boo's room. Avoid the Boo Buddies and hit Big Boo three times with a Block to defeat him.

VANILLA DOME 1

TO VANILLA SECRET 1

By dusting off the Red Switch Palace, Mario will be able to find this secret exit with no problem. The Yellow Block above the Red Blocks holds a Vine which Mario must climb to get to the secret exit. If Mario has Yoshi along with him, a double jump off of Yoshi's back may get him up to the Vine if the Red Switch Palace has not been activated.

VANILLA DOME 2

TO THE RED SWITCH PALACE

Grab the P-Switch which is on top of the large pack of Brown Blocks and take it to the left. Activate the switch to get through the 20 Blocks on the left. Jump over the gap where the arrow is pointing and then jump down through the nine Coins. The key is to the left and the keyhole is down at the bottom of the screen.

VANILLA SECRET 1

TO STAR ROAD (2)

There are two green pipes which extend out of the left wall. The entrance to the secret area and secret Goal is through the bottom pipe. Caped Mario can get to the pipe fairly easily.

CHEESE BRIDGE AREA

TO SODA LAKE

This one's tough! Expert Mario pilots can sail Mario under the first goal and back up to reach a second Goal which leads to Soda Lake. Mario can also glide under the first Goal while riding Yoshi, then Spin Jump off his back to save himself and run for the second Goal.

FOREST OF ILLUSION 1

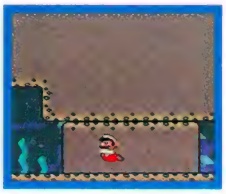
TO THE FOREST GHOST HOUSE

There is a "?" Block just under the end of the last horizontal log platform. Get the Balloon in the "?" Block and float back to the left, going under the log platforms. Avoid the Koopa. Land next to the keyhole. Jump and hit the "?" Block to locate the key. Make sure you don't knock the key off the Block when you jump up to grab it.

FOREST OF ILLUSION 2

TO THE BLUE SWITCH PALACE

The key to the secret exit that leads to the Blue Switch Palace is in a secret chamber on the other side of a seemingly solid wall. There is a Yellow "!" Block next to the wall. The secret area is at the bottom of the screen. Swim to the left to get the key. Watch out for Rip Van Fish!



FOREST OF ILLUSION 3

TO ROY'S CASTLE

The tall green pipe near the end of Forest of Illusion 3 will lead Mario to the secret exit area. Make sure that you're Super, Fiery or Caped Mario when you enter the pipe. Break the Blocks above the key using a Spin Jump and use the key on the keyhole. Now it's off to Roy's Castle!

FOREST GHOST HOUSE

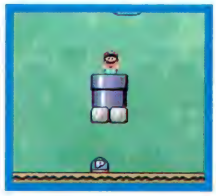
TO FOREST OF ILLUSION 1

When Mario activates the P-Switch and goes through the Blue Door that appears, he will need to go to the left to reach the secret exit. There are two Yellow Exit Doors. The door farthest to the left will take Mario to Forest of Illusion 1. Before the Goal, he'll be able to grab a rare 3-Up Moon!

FOREST OF ILLUSION 4

TO THE FOREST SECRET AREA

Mario must get to this precarious purple pipe in order to find this secret exit. Regular, Super or Fiery Mario won't be able to jump up to the pipe without help. Caped Mario can get here with ease. Take Yoshi along so Mario can Double Jump up to the pipe. Watch out for Lakitu! The key and keyhole are waiting at the other end of the pipe.



CHOCOLATE ISLAND 2

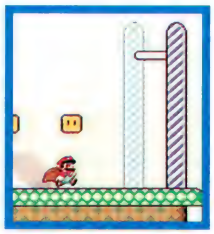
TO CHOCOLATE SECRET

The key and keyhole at the end of Chocolate Island 2 are waiting if you complete the first two sections with at least 250 ticks remaining on the timer. No need to waste time getting coins or stomping enemies—go straight for the pipes! If all Switch Palaces are cleared, you can avoid the Chargin' Chucks by taking the high road on the colored Blocks near the end of the level.

CHOCOLATE ISLAND 3

TO THE CHOCOLATE FORTRESS

If you've cleared the Green Switch Palace, you'll find a Green Block containing a Feather near the first Goal on Chocolate Island 3. Use it or Yoshi to fly under the first Goal and up to the secret second Goal.



VALLEY OF BOWSER 2

TO THE VALLEY FORTRESS

After Mario enters and exits the second green pipe he will need to take the first possible opportunity to jump up and off of the screen. Mario will be out of sight, but if he runs to the left, soon he will come into view and will be able to grab the key in this secret area.

VALLEY GHOST HOUSE

TO LARRY'S CASTLE

Hit the "?" Block near the end of the level and manipulate the stream of Coins upwards and to the right. Stomp the P-Switch to turns the Coins into Blocks. The key and keyhole are in the upper right corner of the room.

VALLEY OF BOWSER 4

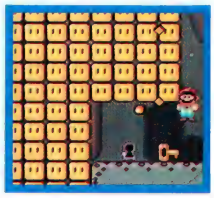
TO STAR ROAD (5) AND THE FRONT DOOR

Only with Yoshi's help can Mario get the key to unlock the gate which leads to Star Road 5. If you're having a hard time getting Yoshi to the key, make sure you've crossed the Midway Gate, leave the course and return with a Blue Yoshi. The Blue Yoshi can gobble a Koopa and then sail over the dangerous second half of Valley of Bowser 4.

STAR WORLD 1

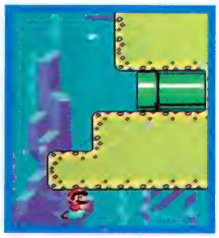
TO STAR ROAD (2)

The key to the secret exit which leads to Star Road 2 is easier to get to than the regular exit! Break through the first set of Blocks and run all the way to the right. Spin Jump and break down through the second set of Blocks. Soon you'll find the key!



STAR WORLD 2

TO STAR ROAD (3)



If you're looking for the secret exit, don't take the green pipe—swim in the narrow passageway under the rock formation. You'll find the key and keyhole at the end!

STAR WORLD 3

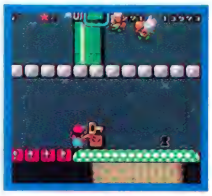
TO STAR ROAD (4)

Distance-wise, this is the shortest level in all of Super Mario World. Toss a Block straight up at Lakitu and knock him out of his cloud. Hop into the cloud and take a ride up the secret area. The key is on the left and the keyhole is on the right.

STAR WORLD 4

TO STAR ROAD (5)

It'll be no problem for Mario to reach the secret exit if he's cleared the Green and Red Switch Palaces. The key is hidden in a "?" Block near the keyhole. Take along the Koopa Shell which is conveniently located on the upper stone Blocks to trip the "?" Block if you're not Caped Mario.



STAR WORLD 5

TO STAR ROAD (6)

All Switch Palaces must be cleared for Caped Mario to reach the secret exit in Star World 5. Activate the "?" Block to send the stream of Coins up and to the right. Stomp the P-Switch to change the Coins into Blocks. Run along the Blocks and fly up to the point where the Yellow Blocks begin.

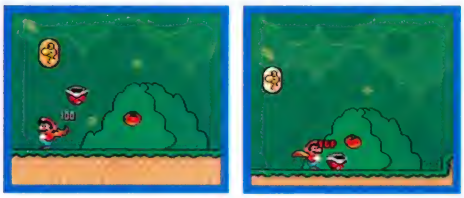
FIND THE HIDDEN 1-UP CACHES

There are numerous opportunities to Mario to earn 1-Ups in Dinosaur Land. Some locations will yield 1-Ups only once, but several areas will grant Mario a 1-Up feast every time he visits! The maximum number of 1-Ups Mario can get in each area will be specified and the ease of getting those 1-Ups will be given a grade in each area. A grade of "A" means that the 1-Ups are easy to get.

YOSHI'S ISLAND 2

MAX–99 DIFFICULTY–C

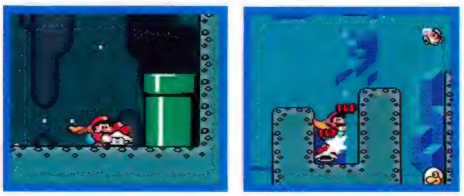
Use Mario's Cape Attack to send the Koopa Shell flying. When the shell ricochets off the step, use the Cape Attack to send it back towards the step. Repeat this process for unlimited 1-Ups!



DONUT SECRET 1

MAX–99 DIFFICULTY–C

In the chamber where Mario becomes Balloon Mario, you can get an empty shell. Take the shell down the pipe and drop it in the gap where the Dragon Coin is. Stomp it repeatedly for unlimited 1-Ups!



MORTON'S CASTLE

MAX–40 DIFFICULTY–A

Stomp the Dry Bones and then climb the Vine. Position Mario so he will automatically stomp him again when the old bag of bones revives himself. This one's easy to do!

VANILLA DOME 4

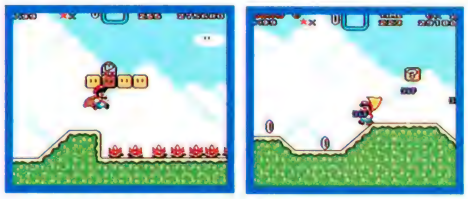
MAX–40 DIFFICULTY–B

Bullet Bills will continually come out in this area. If Mario takes a shell with him he can score plenty of 1-Ups by heaving the shell up at the lower Block when Bullet Bill comes out. Bullet Bill will bite it and start giving you 1-Ups after a few direct hits. This trick may take a little practice to perfect.

VANILLA SECRET 2

MAX–54 DIFFICULTY–A

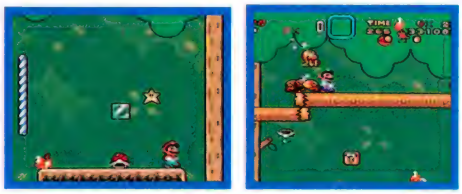
Grab the P-Swtich that's hidden in a Block just above the Spinys. Run left and drop the Switch just to the left of the Midway Gate. Stomp it and race to the left collecting coins to earn 1-Ups.



FOREST OF ILLUSION 1

MAX–18 DIFFICULTY–A

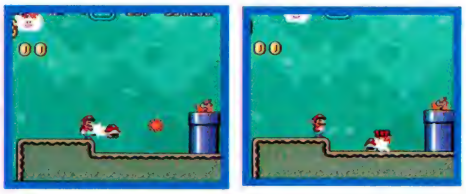
Take Starman from the Roulette Block near the Midway Gate. Run to the right hitting every enemy until the invincibility power wears off. Rack up massive points and then tons of 1-Ups.



FOREST OF ILLUSION 4

MAX–99 DIFFICULTY–B

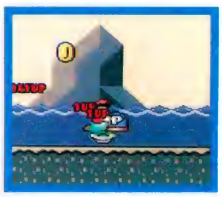
There are three areas in Forest of Illusion 4 where Mario can earn unlimited 1-Ups. Toss a Koopa shell so it will rapidly bounce between two obstacles. Jump to higher ground and let Fishin' Lakitu toss Spinys into the area where the shell is.



CHOCOLATE ISLAND 5

MAX–99 DIFFICULTY–B

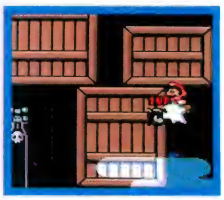
Grab the P-Switch at the beginning of the stage. Don't stomp it–use it to help Mario swim. Kick a Koopa shell into the water area which is located just before the Midway Gate. While swimming, stomp the Koopa shell repeatedly for an unlimited bonanza of 1-Ups.



SUNKEN GHOST SHIP

MAX–99 DIFFICULTY–A

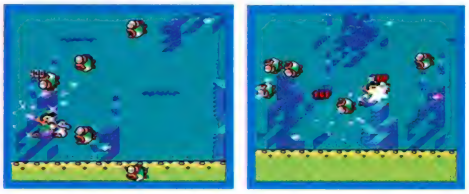
Swim up against the bottom of the overhanging crate in this area as Super, Fiery or Caped Mario and his feet will hit the oncoming Bullet Bills. They'll go down quickly for an increasing number of points and eventually, 1-Ups.



STAR WORLD 2

MAX–15 DIFFICULTY–B

Hold the Mini-Yoshi to help Mario swim. Grab the Star. Run into the fish, but don't let the young Yoshi eat any of them. A second Star can be had if Mario gets to the "?" Block fast enough.



GROOVY

MAX–8 DIFFICULTY–A

Nab Starman from the Roulette Block just after the gap and high tail it off to the right. Run through every enemy in your path. Make sure to get the whole vertical chain of Pokeys near the end of the stage. There's not a whole lot of 1-Ups to be had, but it sure is fun!

MISCELLANEOUS MANEUVERS

Our hero Mario has several useful secrets in his options arsenal to help him get out of various jams in his journey through Dinosaur Land. Most of the special maneuvers deal with using the Start and Select Buttons.

QUICK POWER-UPS

Mario can go into areas which he has already cleared to pick up useful items, collect Coins, or get 1-Ups. He doesn't need to go through the entire stage to get out of it, though. Just pause the game by pressing Start, then press the Select Button. Mario will reappear outside.

● CHEESE BRIDGE AREA

If you know that Mario isn't going to make it to the next platform, you can press Start and Select to exit. Try again!

● FOREST OF ILLUSION 1

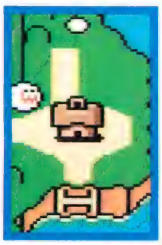
Break the Midway Gate, but don't go through the Goal. Mario can return here often for the bountiful 1-Up feast!

● CHOCOLATE ISLAND 5

This is a very convenient level. You can always go in, pick up Yoshi and a Fire Flower, then leave. Simple!

GHOSTLY SAVES

Any time Mario dusts off a Ghost House, the game will give you the option to save your progress. It's not a bad idea to replay a Ghost House if some tough areas are coming up.



POWERHOUSE PAIR

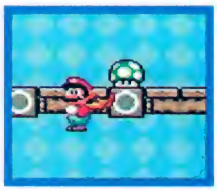
The combination of choice in Super Mario World is to have Caped Mario and a Blue Yoshi working together. Combined, they have the most options for attack and maneuverability. (They look good, too!) Besides super-stomping, gobbling, gobbling while floating through the air and Yoshi-assisted Double Jumps, there is one very important option which the pair has use of . . . extended flight. If a Blue Yoshi gobbles a Koopa Shell, the fearless combo has the ability to fly over a wide stretch of territory. Press the B Button repeatedly to send the terrific twosome sailing. There are many levels which a flying Blue Yoshi will come in handy. While flying, the pair can stomp enemies in the air and on the ground. Star World 4 is an great place to utilize this powerful pair. Avoid the rotating lifts and dangerously wide gaps.

SPIN CYCLE

Unlike a Regular Jump, the Spin Jump will allow Mario to get past some tough enemies. If Mario were to land on a Big Blue Boo or a Porcupuffer after doing a Regular Jump, he would lose power or a life. However, the Spin Jump protects him from taking any damage.

CAPE ATTACK FOR 1-UPS

In the five-tiered 1-Up Chambers, Mario can collect five 1-Ups if he has the Cape. Use a Spin Jump to hit the lower left corner of each Block. In each row, the first two Blocks will give up Coins, but the last will give up a 1-Up. You can take your chances with using Regular Jumps for the Blocks in these Chambers, but for five 1-Ups, go for the Spin Jump on the side of the Blocks!



THE MAGIC NUMBER

This trick is very difficult to accomplish. It requires you to match numbers from the Stars you earn by breaking the tape at the Goal to the time remaining when you complete the stage. If the tens digit of the number of Stars you got matches both the tens and ones digits of the time left on the ticker, you'll get a 1-Up.

ENEMIES ADD UP

At the end of many stages there will be multiple enemies chasing you. Wait just next to the Goal for the enemies to get to you, but just before they do, cross the Goal. Sometimes there will be so many enemies on the screen that you will earn a load of points and 1-Ups. One of the exits to Chocolate Island 2 is a perfect example for this technique. A whole raft of Rex's can be lured to the Goal. Wipe them all out!

PRACTICE MAKES PERFECT

If you try to enter a Castle or Fortress which Mario has already flattened by pressing the A, B, Y or X Buttons, you won't be able to get in. However, by pressing the L and R Buttons at the same time, you can enter with ease! This special tip comes in handy if you want to get in some boss-bashing practice.

SUPER GHOULS'N GHOSTS

Guinevere Has Been Kidnapped!

Capcom scores heavily with one of the best Super NES games so far. The graphics, sound, play control, characters, and challenge are all superior. This game is awesome!

A TREMENDOUS BATTLE IS SURE TO FOLLOW

Arthur has been traveling all over the known world searching for powerful weapons and White Magic. Now Arthur's kingdom has fallen under an evil spell and Sardius, the Emperor of Evil, has kidnapped Guinevere and taken her to the Phantom Zone. Arthur must use a variety of weapons, armor, shields and magic in his effort to rescue her. The capabilities of the Super NES allow for outstanding game play options. The action is fierce and the Bosses are huge, but Arthur is brave and will fight to the end.

● NES

● SUPER NES

Ghosts 'N Goblins is a great game for the NES, but it pales in comparison to Super Ghouls 'N Ghosts for the Super NES.

The quality, color and detail of the graphics will amaze even the most experienced game players. Transparent foregrounds add to the 3-D experience.

■ THE TALE UNFOLDS

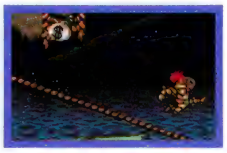
Arthur bravely defeated Lucifer in Ghosts 'N Goblins, but the Ghoul Realm has mysteriously been revived. No one is quite sure how the Ghoul Realm was able to revive itself, but we know that Sardius is now controlling the Creatures of the Undead and they are inhabiting the lands. It's up to you to guide Arthur on his quest to restore peace to the those lands and to rescue the fair Guinevere.

■ MASTER THE DOUBLE JUMP

The Double Jump is one of the most important skills which Arthur possesses. It enables him to jump extra distances and also to jump at different angles. Arthur is able to get to more enemies, Money Bags and platforms than he has ever been able to get to before. Some enemies will attack quickly and it's very important to be able to use the Double Jump to avoid them.

● REVERSE JUMP

Arthur can leap in one direction and then change direction in mid-air. This jump is especially helpful for getting to some out-of-the-way Money Bags.



● RECORD-BREAKING DISTANCE!

All levels contain extra wide gaps and obstacles which Arthur must cross. A regular jump just won't cut it here. Press the Jump Button once and then press it again in the air.

● HARRIER JUMP

You can make Arthur jump straight up twice, but he can get a little extra height by jumping out to the side and then jumping straight up or jumping straight up then out to the side.

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CRACK OPEN THE TREASURE CHESTS

Some of the treasure chests Arthur encounters along his journey will be out in plain sight. However, a lot of them will be hidden and will only come out if he moves a certain way. If not confronted with any enemies, do a Double Jump just to see if there is a chest hidden in the area. There are many.

NO ARMOR

MAGICIAN
WEAPON
MAGICIAN
STEEL ARMOR
MAGICIAN
STEEL ARMOR
TRAP
MAGICIAN
STEEL ARMOR
TRAP

STEEL ARMOR

WEAPON
BRONZE ARMOR
WEAPON
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BRONZE ARMOR
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BRONZE ARMOR

MAGICIAN
WEAPON
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MOON SHIELD
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WEAPON
MAGICIAN
WEAPON
WEAPON
TRAP
MAGICIAN
WEAPON
MAGICIAN
WEAPON

THE MAGICIAN'S MAGIC SPELL

Certain treasure chests will contain pudgy magicians who do not like to be disturbed! If he gets a chance to cast his spell, you will briefly be changed into another life form. The life form you will change into depends on what type of armor Arthur is wearing.

WEARING NO ARMOR

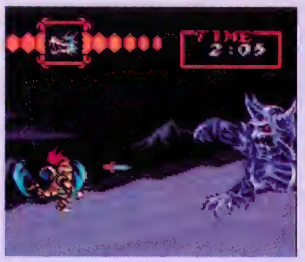
WEARING BRONZE ARMOR

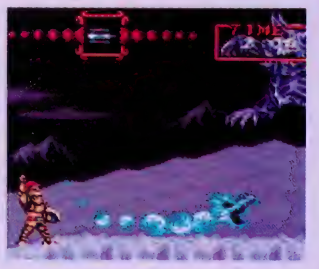
WEARING STEEL ARMOR

WEARING GOLDEN ARMOR

THE WONDERS OF MAGIC

For Arthur to be able to use his arsenal of magic spells, he must be wearing the Golden Armor. The type of magic which Arthur can use depends on the weapon he is carrying at the time. The magic spell available will be indicated in a box at the top-center of the screen. To use the magic spell, you must press and hold your Fire Button until the spell appears in the box. Release the button to cast your spell.





If Arthur is carrying a shield, the magic gauge will highlight the magic item at a much faster rate. This is helpful when you want to cast spells in a rapid-fire manner.

EXPLANATION OF WEAPONRY

Arthur has use of seven weapons. When Arthur Double Jumps and uses a weapon at the top of his jump, he will roll and the damage which the weapon can inflict will be increased. The power of the weapon is increased when he is wearing Bronze or Golden Armor.

LANCE

This is the weapon which Arthur will start off the game with. It has decent power, but because of its size and weight, it does not travel rapidly and Arthur can only throw two in succession. There can only be two Lances on the screen at the same time. As soon as the first Lance leaves the screen, Arthur can then hurl another. Get the Flaming Lance with Bronze or Golden Armor.

NORMAL SHOT = 6
POWER-UP SHOT = 10

NORMAL SHOT = 9
POWER-UP SHOT = 10

DAGGER

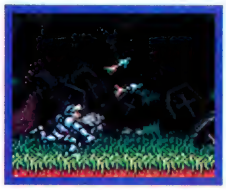
An excellent choice for areas with little or no flying enemies. The Dagger's size and weight makes it easy to be thrown. Arthur can fire three Daggers in succession. What's more, it's the fastest hand-thrown weapon. Arthur can fire off a few Daggers in one direction and then quickly turn around to fire some more. With Bronze or Golden Armor Arthur will have a Magic Dagger.

NORMAL SHOT = 4
POWER-UP SHOT = 6

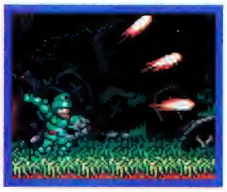
NORMAL SHOT = 7
POWER-UP SHOT = 10

CROSSBOW

This is the best overall weapon to pick up. There are a lot of flying enemies in Super Ghouls 'N Ghosts. If Arthur is wearing Silver or no Armor, the Crossbow will launch two extremely fast arrows at two angles. If he is wearing Bronze or Golden Armor, the Magic Crossbow will fire three flaming arrows which seek their targets. To get through the last level, Arthur will need the Crossbow.



NORMAL SHOT = 3
POWER-UP SHOT = 4



NORMAL SHOT = 6
POWER-UP SHOT = 9

TORCH

Two Torches can instantly be lit and thrown at enemies. This weapon is not extremely useful, but it does do a good job of taking out a group of enemies who are on the ground. With Bronze or Golden Armor, the Magic Torches can be thrown a bit farther and they will create a blue wall of flame which will totally annihilate most enemies. This is not a good weapon for flying enemies.

NORMAL SHOT = 7
POWER-UP SHOT = 8

NORMAL SHOT = 10
POWER-UP SHOT = 10

SCYTHE

The Scythe is a powerful weapon, but its major drawback is that only one can be thrown at a time. In most instances, it's not that good of a weapon. When wearing Bronze or Golden Armor, the Magic Scythe looks like a flaming magic boomerang when thrown, but here again, only one can be thrown at a time.

NORMAL SHOT = 6
POWER-UP SHOT = 9

NORMAL SHOT = 9
POWER-UP SHOT = 10

AXE

The Axe is much like the Scythe. It can inflict a good amount of damage on an enemy, but only one can be thrown at a time. The Axe spins in a forward clock-wise motion and will travel all the way across the screen if necessary. Compared to other weapons, it's slow and it's not very useful. Arthur gets the Hefty Axe when wearing Bronze or Golden Armor.

NORMAL SHOT = 6
POWER-UP SHOT = 9

NORMAL SHOT = 9
POWER-UP SHOT = 10

TRI-BLADE

The Tri-Blade is a weapon of mysterious origin. It's motion of flight is like no other known weapon. A single Tri-Blade will travel in two different directions. It will be thrown out horizontally, turn around and come back towards Arthur, but then it will turn and go straight up. It comes back to Arthur to be used again. The Shuriken appears with Bronze and Golden Armor.

NORMAL SHOT = 6
POWER-UP SHOT = 9

NORMAL SHOT = 9
POWER-UP SHOT = 10

USING ARTHUR'S MAGIC SPELLS

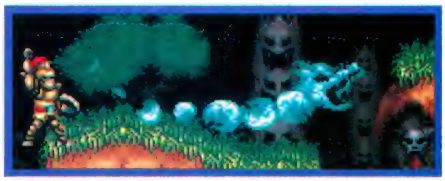
Arthur must be wearing the Golden Armor to utilize any magic spell. Hold down the Fire Button until the Spell appears in the Weapon Box.

THUNDER

Summon three bolts of lightning to strike. Arthur is carrying the Flaming Lance here.

FIRE DRAGON

The Magic Dagger enables Arthur to summon a fire dragon to move across the land.



SEEK

The crossbow, when used magically, will unearth all treasure chests in the area.

SHIELD

The Magic Torch will surround and protect Arthur with three glowing orbs.

TORNADO

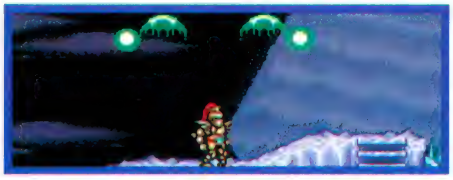
Twin tornados twist out of the Magic Scythe to demolish all enemies in Arthur's path.

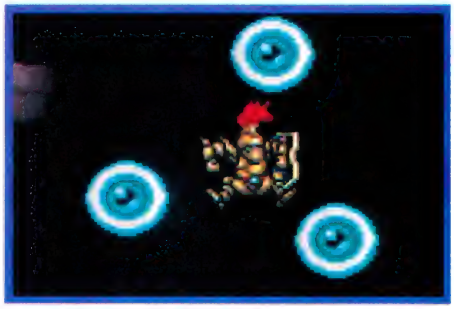
LIGHTNING

A giant burst of energy is emitted from the Hefty Axe and fries enemies in all directions.

NUCLEAR

The most powerful magic. The Shuriken cuts loose a huge nuclear explosion.





MASSIVE LOOT AND POTTED TREASURES

HUMAN STATUE | ARMORED STATUE | 1-UP STATUE | 500 PTS. | 1000 PTS.

Three statues can appear in the pots which some of the enemies carry. Defeat the enemy and the pot will drop to the ground and break open. Pots usually carry human or armored statues, but once in a while you'll get lucky and receive a 1-Up statue. Money Bags appear randomly throughout the game.

THE GODDESS BRACELET

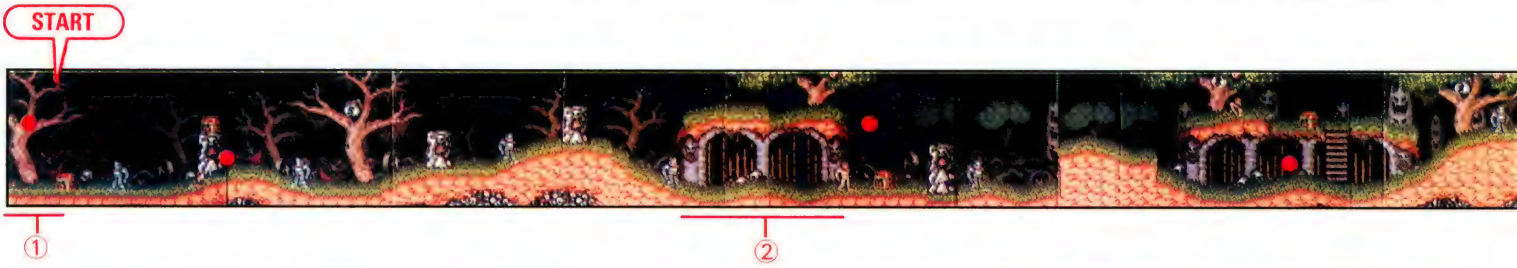
Arthur has to have the Goddess Bracelet in order to get into the room where Sardius holds the fair Guinevere. After Arthur completes Level Seven, Guinevere will tell him how to get the Bracelet. However, Arthur must now start his quest over—this time to find the Arm Band.

The Goddess Bracelet will appear in the next treasure chest Arthur opens after he finds the Sun Shield. It first appears as a fairy. The Arm Band is ultra-powerful, but not very manageable.

STAGE 1-1

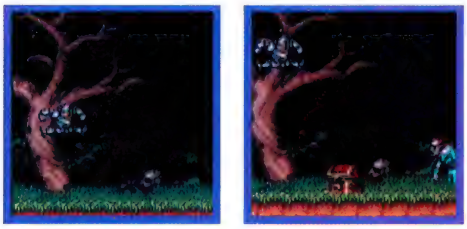
HAUNTED GRAVEYARD

This land is cursed by the Dead. Caskets will rise from their graves, spilling forth lecherous zombies who will stalk Arthur's every move. The zombies are slow but will cause damage if touched. Arthur will quickly learn how to accurately use the Double Jump when he is forced to leap over zombies and rock formations which appear throughout the stage. There are quite a few Money Bags in the Graveyard, so make sure to pick up all of them. This level is strictly left to right and is fairly simple—especially when compared to the other seven levels! However, the Graveyard is the perfect place for Arthur to refresh his fighting skills.



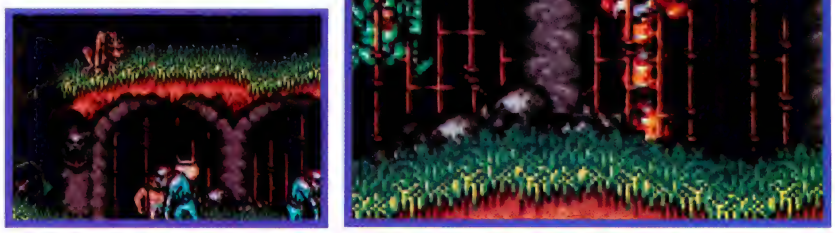
① JUMP TWICE FOR TREASURE

When the game starts, Arthur carries the Lance. If you want to immediately change that weapon, move to the left of the screen and Double Jump. A treasure chest containing a new weapon will appear.



② ATTACK THE FLAMING SKULL

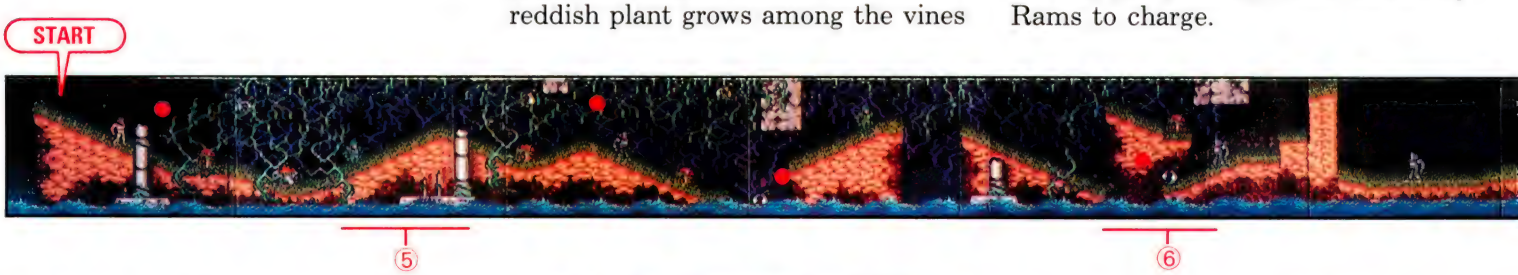
Enter the cell quickly and take on the Flaming Skull before it gets the chance to shoot one of its deadly fireballs. If you take the lower route, you'll have to enter the cell.



STAGE 1-2

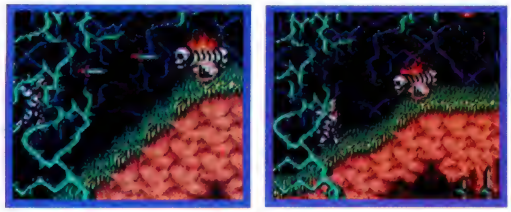
FOREST OF FEAR

The Forest of Fear has grown over the ruins of an ancient Castle. Arthur must use perfect timing on all of his jumps to complete this section. An evil reddish plant grows among the vines here and will puff up and explode if Arthur doesn't demolish it first. The ground is unstable and will collapse, causing the Flaming Skull Battering Rams to charge.



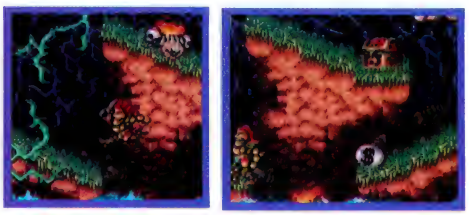
⑤ INVINCIBLE ENEMIES

The Flaming Skull Battering Rams can't be defeated. Arthur must jump them. Move far enough to cause the ground to collapse and send the enemy charging down the hill, then jump over it. It will stay at the bottom.



⑥ TAKE THE SAFE ROAD

It's much easier to stay on the lower route here. The Battering Ram on top can be a pain to get by. Use the Double Jump technique to easily clear the gap over the water.



RANDOM WEAPONRY

In the first section of this stage, a lot of zombie caskets will come out of the ground. If you remain in that section and just keep defeating the zombies and leaving the statues which appear—sooner or later the weapon that you want will appear.

Shoot the zombies when they crawl out of their caskets, but don't take the statues.

The Dagger appears! Arthur now has the weapon he wants.

③ ④

TO FOREST OF FEAR

③ FALLIN' SKULLS

Wait for a break in the skull deluge before proceeding. Arthur can't destroy the skulls because they have been petrified, but the skulls fall in constant intervals.

④ DON'T CATCH THE WAVE

The tidal waves are coming in, but Arthur can't surf. Make sure that he is standing on the rock formations or he will be swept away.

BOSS

COCKATRICE

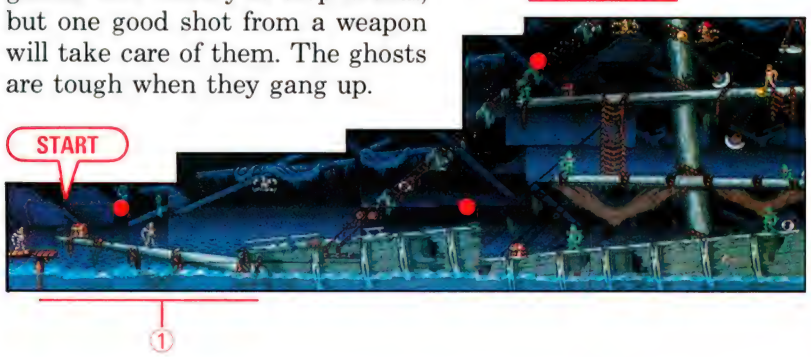
This bad bird's got an abnormally long neck, but the beak is its weak spot. With most bosses, it's usually best to keep them on the far right of the screen. That way, Arthur will be more prepared for any attacks which might come his way. Cockatrice will spit eggs out at Arthur. The eggs will hatch little chicks called MiniWings, but Arthur can fry them with ease. A run, jump and shoot technique works well against Cockatrice.

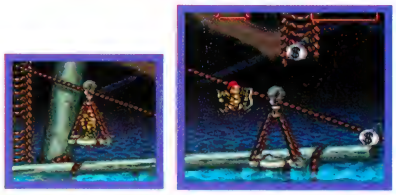
Cockatrice will pause and shake its head slightly before extending its neck. It's more vulnerable when the neck is stretched out. Take this opportunity to get close and nail it in a rapid-fire fashion.

STAGE 2-1

GRAVEYARD OF SHIPS

This spooky Ghost Ship may sink at any moment, but Arthur must get across it—there's no other way to go. There are plenty of menacing ghosts who will try to stop Arthur, but one good shot from a weapon will take care of them. The ghosts are tough when they gang up.



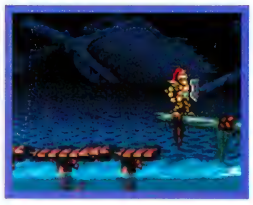


③ JUMP OR SINK

When Arthur gets on this platform it will start moving down the length of the rope. There are two places to get off, but he must jump to do it. Go all the way down to the ship's deck or Double Jump to reach the platform.

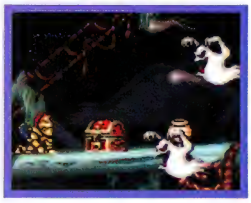
① NO TURNING BACK!

Once Arthur jumps off of the dock and onto the ship's deck, he can't turn around and go back. You can watch the dock sink into the ocean. Arthur would never turn around, anyway . . . he's on a mission to save Guinevere!



② A HIDDEN TREASURE CHEST

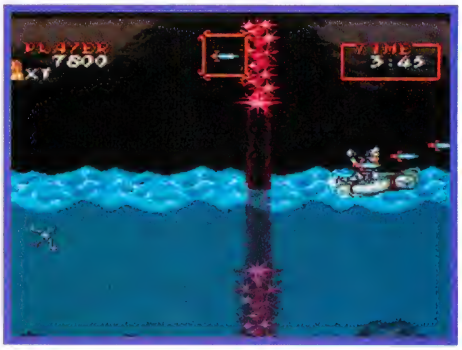
There is a hidden treasure chest here which Arthur can raise by doing a Double Jump. Don't get it unless you really need it. If Arthur does go for it, a gang of ghosts are sure to appear.

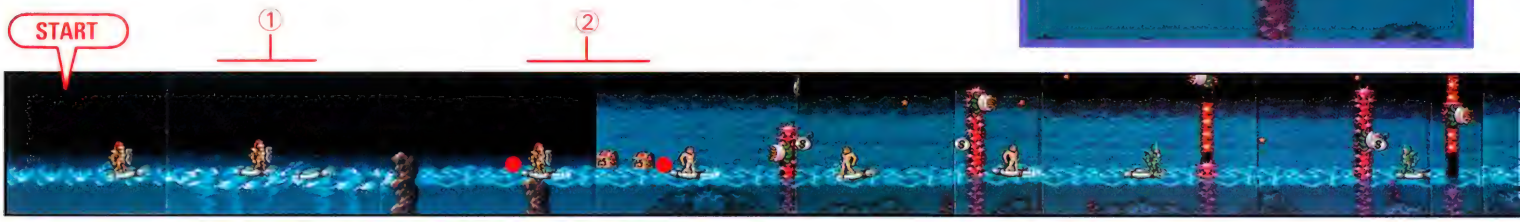


STAGE 2-2

SEA OF DESPAIR

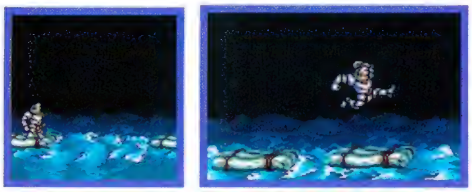
Just because it's the Sea of Despair, there's no need to lose hope! This section of Stage 2 scrolls automatically. The Dagger is a very good weapon to have here. There are fish who are lying in wait for Arthur. Most of the fish will attack horizontally from the right, but some of them can travel diagonally. If Arthur has the Dagger, he can fire off three shots in succession. If he's near the right side of the screen, the short distance the Daggers need to travel will make them the ultimate rapid-fire weapon.





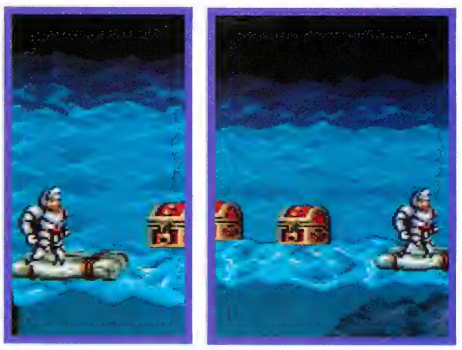
① DON'T LEAP TOO SOON!

If Arthur jumps on the raft in the second whirlpool too soon, the scroll of the screen will knock him off of the raft. No need to hurry here!



② TWO TREASURE CHESTS

There are two treasure chests which appear one after the other. The first chest will appear as Arthur approaches it. He won't have to jump to get it to appear. Kneel down and start firing to have it opened before he gets to it. The second is tougher to get to because it won't appear until Arthur has passed over it. If possible, make sure that the raft is on the right side of the screen. Once it appears, move left to get very close to it and then wail on the Fire Button. The second treasure chest usually has armor inside.

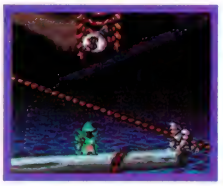


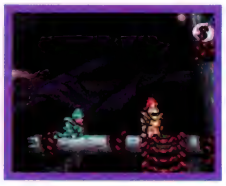
④ STAY LOW THROUGH THIS SECTION

Don't use a Double Jump to get up to the same deck level that the ghost chest is on. A regular running jump will do the job quite adequately. If Arthur gets more air than he should, he'll have to deal with the ghost in the upper chest. A whole bunch of regular ghosts will be disturbed, too. They will give chase. The ghost chest will rattle around for a while, then a little pink blob will pop his head out of the chest. When he does—blast him! The blob ghost can be difficult to destroy if he gets all the way out of his chest because he moves quickly. Jump off the end of the Ghost Ship and onto the suspended platform.

GET YOUR ARMOR BACK!

There are treasure chests which will always contain armor. If Arthur doubles back to a certain chest, he'll be able to reclaim any armor which was lost in battle. This is usually a dangerous thing to do, but if you feel that Arthur really needs the added protection for the rest of the stage, the risk may be worth the trouble it takes. The photos at right show a route which Arthur can take to reclaim his armor on the Ghost Ship. There are other stages in which this kind of thing can occur, but the Ghost Ship is laid out perfectly for it. When Arthur develops his fighting skills to the point where the Ghost Ship is no problem to complete, reclaiming the lost armor should not be a concern.





③ USE A SINGLE JUMP

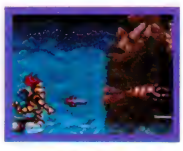
A regular jump is the safest way to go here. If Arthur Double Jumps, he will most likely overshoot the next raft and find himself at the bottom of the ocean. Get right next to the spiked pole and jump at the crest of the ocean swell.

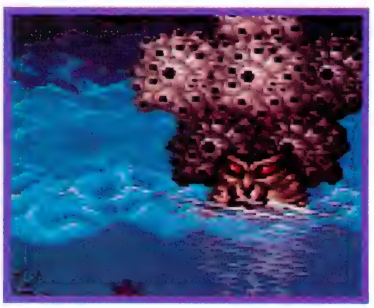
AMAZING MAGIC

The spiked poles can be difficult to get past, but if Arthur uses a magic spell he can pass right through the pole because he will become invincible for a short time.

SHELL HEAD

Shell Head used to be a normal creature, but he's been underwater for too long and evil crustaceans have taken over his head! Arthur will arrive at Shell Head's lair when the timer reaches the 2:00 mark. The best tactic for defeating him is to keep him over on the right side of the screen. He will shoot pointed crustaceans at you, but you'll know when they're coming because you can hear them. Remember, the raft will move under Arthur when he jumps to the side.





STAGE 3

VERMILION HORROR

Arthur has gone under the Earth's surface to battle foes of the underworld. The fiery glow of the lava hides Fire Killers who, despite their size, can inflict quite a bit of damage to Arthur. Reaching far above the lava pits are the Towers of Molten Steel. Arthur must traverse their precarious edges.

BEWARE THE FIRE KILLER

The Fire Killers are pesky little critters. They may be small, but they can do as much damage to Arthur as any other enemy! The best time to get them is when they first emerge from the lava pits because they move slowly at first. Some of the Fire Killers carry Pots containing weapons or treasure.

WATCH THY ROYAL HEAD!

Within the walls of the Towers of Molten Steel hide the Small Goblins. They will seem to come out of nowhere. Move slowly and watch for the Small Goblins to fall. Destroy them before they land or more will come out to get Arthur. The crossbow works well in this level except for bats coming up and in from behind.

DRAGON LARVAE

This Boss is very easy if you know the secret to beating it. Stand on the far right edge of the last upper platform. The Dragon Larvae will circle around Arthur. Fire rapidly at its head. Do not move from your position or you may take a hit! Any weapon will work just fine.

The Dragon Larvae should be no problem if Arthur finds the safe spot and stays put. The chin area of its head is the only vulnerable spot. Don't waste time firing unnecessary shots at its body.

STAGE 4

GHOUL'S STOMACH

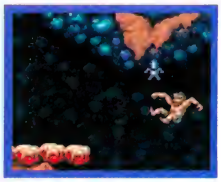
This is a relatively short stage, but it will require fancy footwork to complete. You won't believe your eyes as the Mode 7 graphics of the Super NES kick in. Arthur must jump onto small platforms to avoid the spikes which appear on the floor. When he does, the platform forms a cage around him and the whole screen spins. It'll make you dizzy! The floor becomes the ceiling and vice versa. It's wild!

DON'T SMELL THE FLOWER

Ghastly green ghoulies rise out of the floor and drop from the ceiling to block Arthur's path. Several well-placed hits should take care of them, but Arthur needs to watch out for the deadly green fireballs which the Skull Flowers fire at him. If he's quick, Arthur will be able to destroy a Skull Flower before it gets the chance to attack.

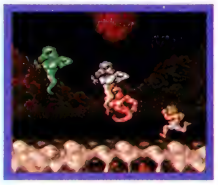
WATCH FOR POISON GAS

Violet blasts of poisonous gas will spew from above and below as Arthur takes a precarious platform ride. However, Arthur knows when to get out of the way because he'll hear a hissing noise before the gas shoots out. A small mist of gas can also be seen before the burst. Arthur can jump up and over the gas spouts if he has the space.



HYDRA

It's best if Arthur has a rapid-fire weapon to use on Hydra. When Arthur appears, move to the right and cut loose on the Fire Button. Each of the three heads must be defeated for him to be utterly destroyed. Hydra has the ability to mutate during the battle. He will not take any damage in his mutated form.



Hydra will move to the other side of the screen when he goes through the mutation process. Don't waste time trying to shoot him during this time because he will take no damage. Just avoid him.

STAGE 5

DEEP CHILL

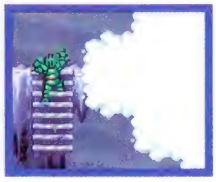
Arthur has an extraordinary resistance to extreme changes in temperature. The fires of Vermilion Horror and now the blizzard atmosphere of Deep Chill shall not put an end to his quest. Many brave Knights have attempted to traverse the Deep Chill, but so far, none have returned. Never fear, Arthur is a driven Knight!

DEFEAT THE FLYING KNIGHT FROM BEHIND

The Flying Knights are not too hard to defeat, but Arthur can't do any damage to them from the front. He must wait until they buzz by, then attack them from behind. Be careful of the unpredictable Ice Worms!

AVALANCHE TERRITORY

Arthur will encounter several huge waves of suffocating avalanches in his journey up the Ice Wall. If Arthur does not have a firm grasp on something solid, the avalanche will take him away. When Arthur feels the ground shaking and hears rumblings of an oncoming disaster he must move onto one of the ladders. They're safe!



ICE WARLORD

Here again, the best offense (and defense) against this Boss is to keep it on the right side of the screen. If the Ice Warlord hits Arthur with a Freeze Crystal, he will freeze. Fire rapidly to dethaw Arthur. The Ice Warlord's weak spot is between the arm and leg.

Watch out for the Freeze Crystals and Snow Boomerangs which the Ice Warlord will throw at Arthur. Aim carefully for the weak spot between his arm and leg. Keep your distance and shatter the Boss!

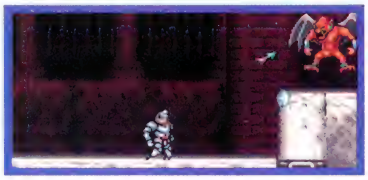
STAGE 6

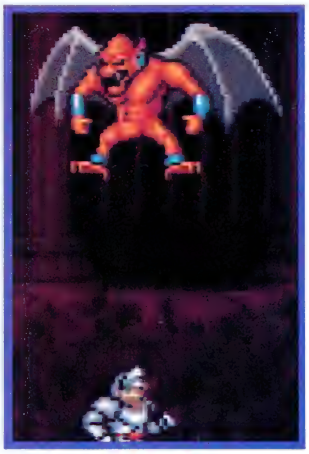
CASTLE OF THE EMPEROR

Arthur has made it to the huge Castle of the Emperor, but he still has quite a few battles ahead of him. Onward and upward is the course of action in the ominous Castle. If Arthur thinks there may be an enemy lurking just out of sight, he may want to fire off a few shots just to check it out. By the way . . . there usually IS something lurking just out of sight. Maybe a Red Reamer!

RED REAMERS

The Red Reamers are probably the most difficult mid-sized enemy in the game. If Arthur is wearing Golden Armor, then use Magic. The second best offense is to use the Crossbow, or better yet, the Magic Crossbow. The flaming arrows which come out of the Magic Crossbow will seek out the Red Reamer and destroy him fairly easily. His movements are extremely hard to follow. Jump, fire, wait for him to come down, and then blast him.

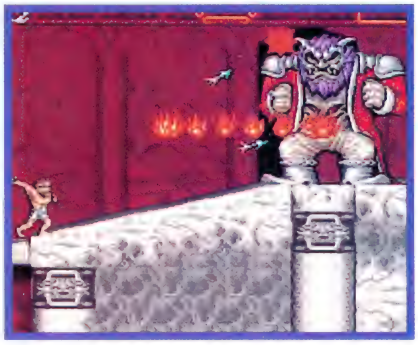




RED EMPEROR

The Red Emperor has two methods of attack. He is able to shoot a chain of fireballs from his mid-section and also fire a long laser blast from his head. Arthur should be wielding the Crossbow or Dagger at this point. They will be the easiest to use.

Stay out of range of the fire blasts and jump to avoid the Red Emperor's laser shots. Sorry, the Red Emperor is not the last Boss. Arthur must ultimately deal with Sardius to be able to rescue Guinevere.



SUPER CASTLEVANIA IV

Journey Into A Night Of Fear And Challenge

Simon Belmont is back to whip Transylvania into shape and send Dracula packing. It's Konami's feast of graphics and game play that will haunt you until the moment of victory.

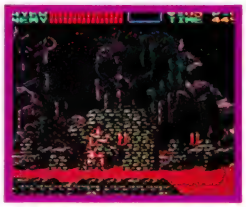
HAUNTINGLY REAL GRAPHICS AND SOUND

With the new capabilities of the Super NES, Super Castlevania IV evokes so much eeriness that it makes the earlier games in the series seem like a picnic in the park. The graphics strike you first with their sense of depth, which results from the expert use of multiple backgrounds. Great sound effects like the snap of the whip and the howling of wolves will send chills up your spine.

As you progress in the game, you'll notice the imaginative use of Mode 7 effects like the spinning corridor, and little touches like roving eyes in statues.

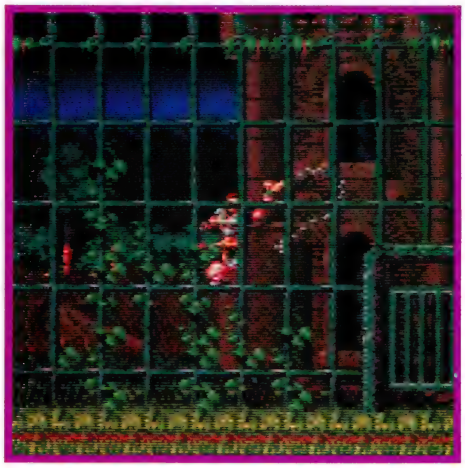
● NES

The NES Castlevania games presented superb side-view action and control with a classic horror theme.



● SUPER NES

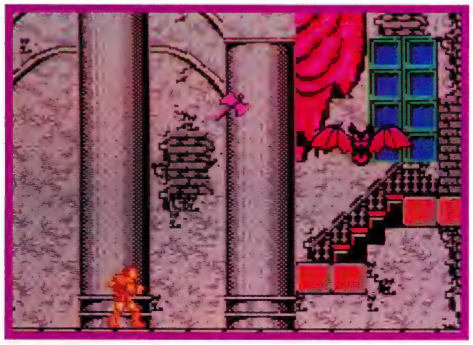
Castlevania IV improves on the strengths of the traditional game play with better control and graphics.



Special effects like layered scrolling are possible due to Mode 7 functions. Besides looking great, such effects add new dimensions to game play.

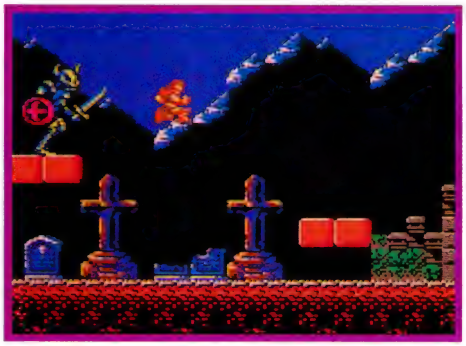
■ THE LEGEND OF CASTLEVANIA...SO FAR

In the beginning there was Simon Belmont, a whip, and a mission to destroy the dreaded Count Dracula. The format became a classic—each stage consisted of a long running battle against an army of relatively weak enemies ending with a final guardian. At the end of 18 stages you met the Count.



Castlevania II roamed over the entire terror-tory of Transylvania as Simon collected the scattered remains of Dracula's Body in order to destroy them. The game was not linear like the original, but allowed players to explore the countryside and numerous towns and castles.

Castlevania III added some interesting twists. Trevor—Simon's patriarch—was hunting Drac this time, and he could elicit the aid of three Spirit Helpers who had special abilities. The game made use of new circuitry that allowed some of the most detailed graphics of any NES game.



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WHIP INTO SHAPE

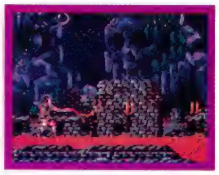
Simon's skill with the Whip is legendary, but this time around you must learn some new techniques if you are to survive. Each of the special techniques is covered below in detail, but there are some general features that you must also master. The Whip can become a Morningstar if you hit a Power-Up, and subsequent Power-Ups make the chain longer. You can whip in eight directions now! Also, the Whip can be swung in a circular pattern for a weak attack that will strike enemies all around you.

SAVE YOURSELF

To obtain a password for a stage, you must first reach that stage, then lose all your remaining lives. The password consists of a grid with Axes, Hearts and Fire Bombs placed on it in particular locations. Draw a diagram to remind yourself of the password. When entering a password, you must also enter the name you have given your character, so write that down, too.

THE WHIP GUARD

There is nothing more frustrating than being attacked and knocked off into the void at the moment you land on a precarious perch. Use the Whip Guard technique to protect yourself. Press and hold the Y Button while in mid-jump. When you land, Simon holds the handle of the Whip in front of him. If an enemy touches the handle, it acts as if it was whipped.



WHIP IT UP

Whipping upwards is one of the best techniques for safely destroying monsters above you. Many stages in Castlevania IV are vertical and scroll upward. If you see a monster on a ledge above, strike straight up to destroy it. You can also whip upward at 45 degree angles to destroy flying creatures or enemies that cling to ceilings in front of you.

WHIP IT DOWN

Not all the vertical stages scroll upward. Some areas have a downward scroll, and you will encounter many places in horizontal stages where monsters are below you. The Down Whip technique will take care of these foes. Jump up, and while you are in the air, whip downward by pressing the B Button. The Whip snaps past the ledge below you to strike the enemy.

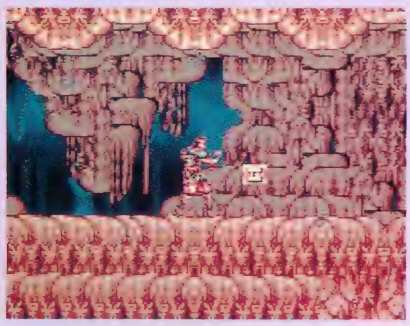
THE WHIP SWING

Throughout the game you'll find gaps in floors or other spaces that are too wide to jump. Centered over these spaces are golden rings. If you whip the ring, the Whip will wrap around it and you can swing across the open space. By pressing down on the Control Pad you can lengthen the Whip, and by pressing left or right on the Control Pad you can increase your swing.

THE TRANSYLVANIAN ADVANTAGE

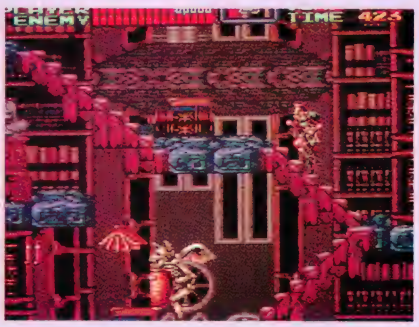
MULTIPLE SHOTS

Destroy ten foes in a row using one of the special weapons like the Axe and you will receive a Double Shot block from the next candle. Do another ten critters to receive the Triple shot.



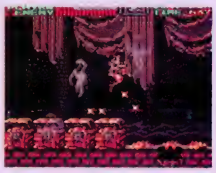
STAIR JUMPING

Normally, if you try to jump onto a stairway, you'll fall through. To land on the stairs and continue up, jump and press up on the Control Pad. This technique helps you save valuable time.



JUMPING FOR MEAT

In Stage Nine you'll encounter dozens of treasure chests with their lids open. Jump on the lid of one chest 255 times and you will receive a Pork Chop, which is a rare find in this stage.



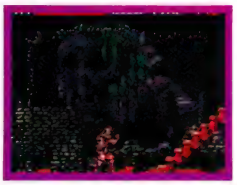
SPECIAL WEAPONS & ITEMS

Special Weapons can be picked up throughout the game and require Hearts if they are to be used. Generally a Special Weapon can be found close to an area where it will be useful. Simon's new Whip techniques, however, will get you past most foes without the need for Special Weapons.

Most items are found by whipping candles, although some items are found in blocks. Whip everywhere to find hidden items.

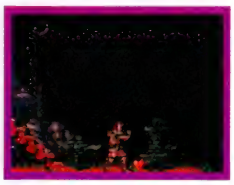
SMALL HEART

Small Hearts can be found by whipping candles or by destroying enemies. Their value is one, so you'll need a lot of them if you want to use a Special Weapon frequently.



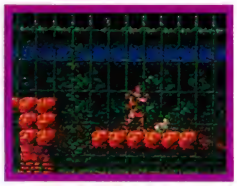
BIG HEART

The Big Heart appears less often than the Small Heart. Sometimes you can get one from a candle and other times you must whip a wall. Its value is five.



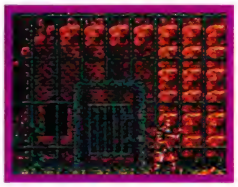
COINS AND POINTS

Collect the Bags of Coins along the way to earn bonus points. When you have 20,000 bonus points you'll get a 1-Up. Collect another 1-Up at 50,000 points.



SMALL PORK CHOP

The Small Pork Chop can be found by whipping candles and sometimes by whipping walls. It will restore up to one quarter of your lost Life Meter when you take it.

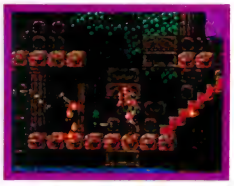


LARGE PORK CHOP

The Large Pork Chop is also found by whipping candles or walls. It restores up to one half of your lost Life Meter, but it is rare in comparison to most other items.

SILVER CROSS

If you take the Silver Cross, all enemies on the screen except stage-ending guardians will be destroyed. When the Cross appears, wait a moment to see what foes are near.



INVISIBILITY

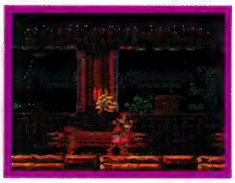
The Invisibility Potion makes Simon invincible because enemies cannot see him to attack him. He flashes while the potion has effect, but it won't last long.

DAGGER

This weapon can be thrown straight ahead. It is easy to use, but it is relatively weak. The cost for each throw is one Heart. You can also throw it while jumping.

WATCH

Time stops once the Watch has been activated. For a short period of time, and for a cost of five Hearts, all foes except guardians will freeze. Attack them or pass them by.



AXE

The Axe is a good weapon to use against flying or jumping guardians because it has a high arc. You can also throw the Axe through walls. The cost is one Heart per throw.

FIRE BOMB

The Fire Bombs have a short range, but they burst into flame when they hit something. The cost for using it is one Heart, but it is not as effective as in earlier games.

BOOMERANG

The Boomerang is the strongest weapon and it costs five Hearts. It crosses the entire screen, then returns to Simon. The long range makes it one of the most valuable weapons.

STAGE 1

THE OUTER WALLS

The journey begins at the gates of Dracula's property, but you are still a long way from the castle itself. Pass quickly through the outer, fenced yard while collecting items and Hearts, and be sure to go on both sides of the fence. Now cross the drawbridge and enter the small fortress then head on to the stables where flying horse heads, nests of snakes and a swarm of Medusa heads all attack. At the end of the stage you'll meet a skeletal knight on a skeletal horse who has a bone to pick with you.

FENCED OUT?

Simon can walk on both sides of the fence, and he'll have to do so to avoid the bottomless pits on the outer path. Press up at the gates to pass through the fence and explore each side thoroughly.

Once you get inside the fence you might have to go back to the left to pick up items that were not within reach previously.

ROWDAIN

Rowdain and his horse are the guardians of Stage One. Attack the horse first. When the Enemy Life Meter loses half its strength, the horse disappears. Now stay out of the way of Rowdain's fierce jumps and whip him when he's on the ground.

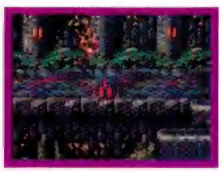
STAGE 2

OUTER GROUNDS

It's time for a haunted jaunt through a graveyard where hands reach up from the underworld and invisible ghosts walk in the shadows. Spiders and other creatures have an eye out (and sometimes a claw too) for Simon, so don't slow down. Soon you will reach a cliff, then a second cemetery and finally a subterranean river. The guardian in this stage is not at the end as you might expect, but in Stage 2-2—smack in the middle. Medusa waits for you with a headful of serpents and a gaze that can turn you to stone.

CHANGING CURRENTS

The river normally flows from left to right, but every so often it will change direction, and Simon must take care. Don't jump over the spikes in the streambed when the river flows right to left.



The spikes along the streambed and in the ceiling are poisoned. The current is another danger. Go with the flow, don't jump against it.

MEDUSA

Medusa's Glance Spell can turn you to stone. Kneel to avoid it, but beware of the snakes that leap off her head. Some will jump behind you so you must turn and whip them. Your basic attack is close to Medusa, kneeling and whipping.

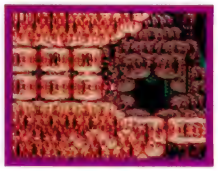
STAGE 3

THE LAKE

The Lake spills over a cliff in a white cascade. At the base the water seeps into the rock and carves out deep caverns. Simon begins this stage in the cave where you can hear the echoes of your fears. Falling stones and flapping bats keep your eyes raised. But there is no sun, not even when you emerge at the foot of the falls and begin the long, dangerous climb. Cross the lake, which is full of Mermen, to reach the tower on the far shore where you must battle with twin dragons.

A HIDDEN ROOM

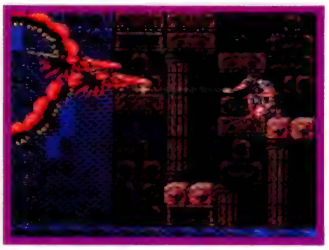
Look for the stacked rocks in the wall to the left of the bone dragon heads. Whip the rocks, but don't get too close. The stones will crumble and reveal a room of treasures.



Whip the stones and enter the hidden room. Beware of the bat as you take the Hearts and Large Pork Chop. Stop by each time you pass.

ORPHIC VIPERS

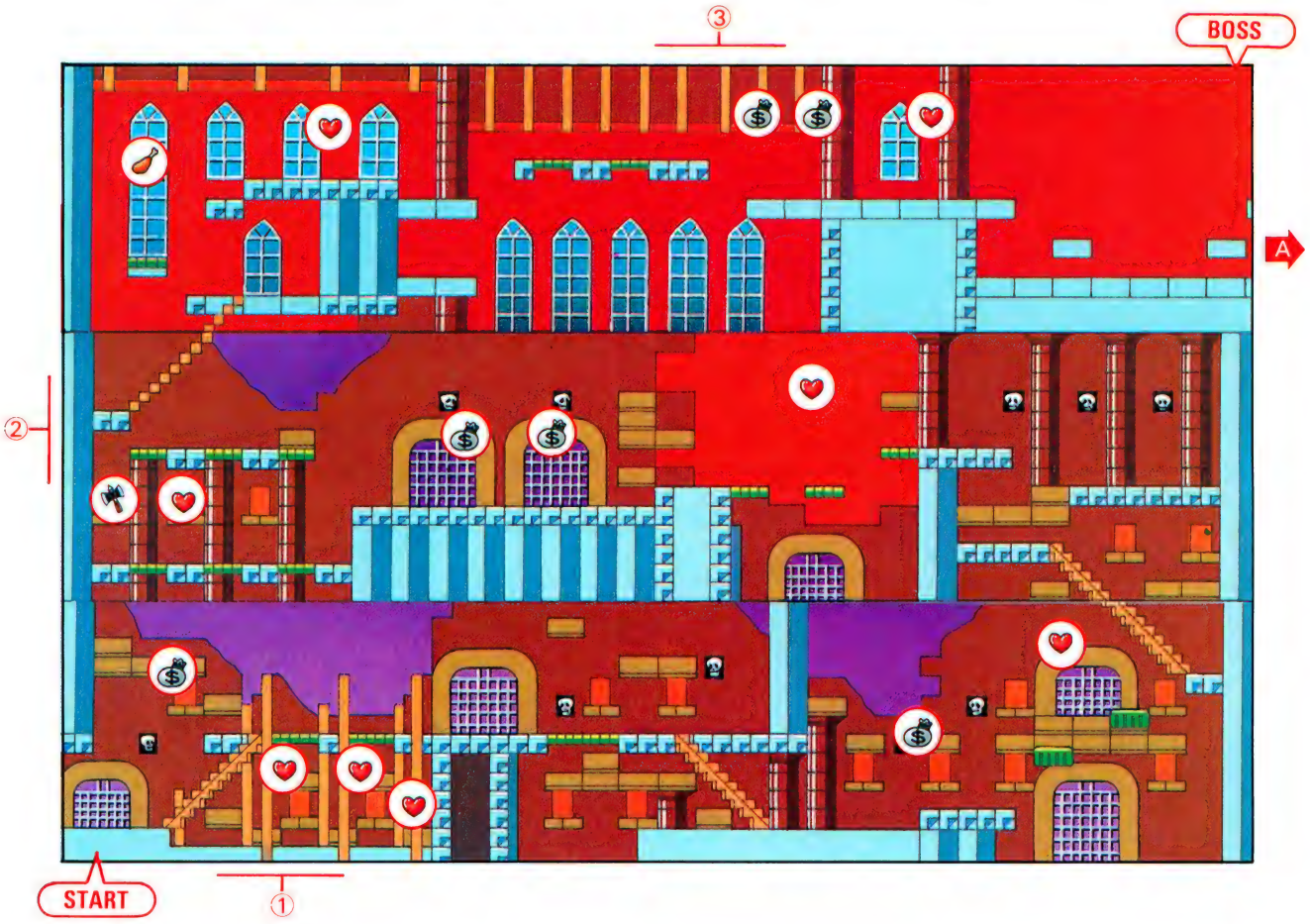
When the tower floor begins to flood, leap onto the middle block and await the coming of the two headed Orphic Vipers. Attack the heads while avoiding the lower fireball shots by jumping up. Whip the fireballs that fly straight at you.



STAGE 4

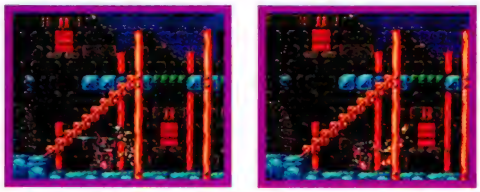
SPINNING TALES

The Outer Keep of Dracula's Castle has some of the most ingenious traps imagined by the mind of man. Here the walls spin and giant stones rise with crushing force. Even the floor might betray you and cast you down.



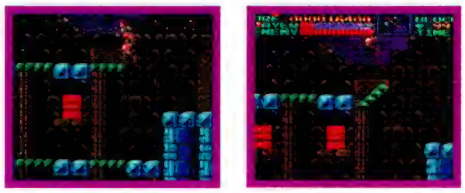
① BOW DOWN

When a Skull Knight's whip lashes out, Simon should kneel and return the stroke. If you are quick with the Whip, attack as soon as you are within range and keep moving on.



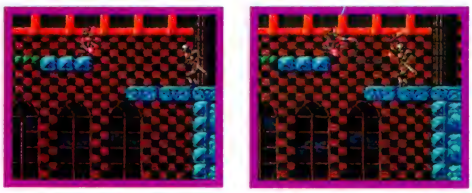
② TREAD SOFTLY

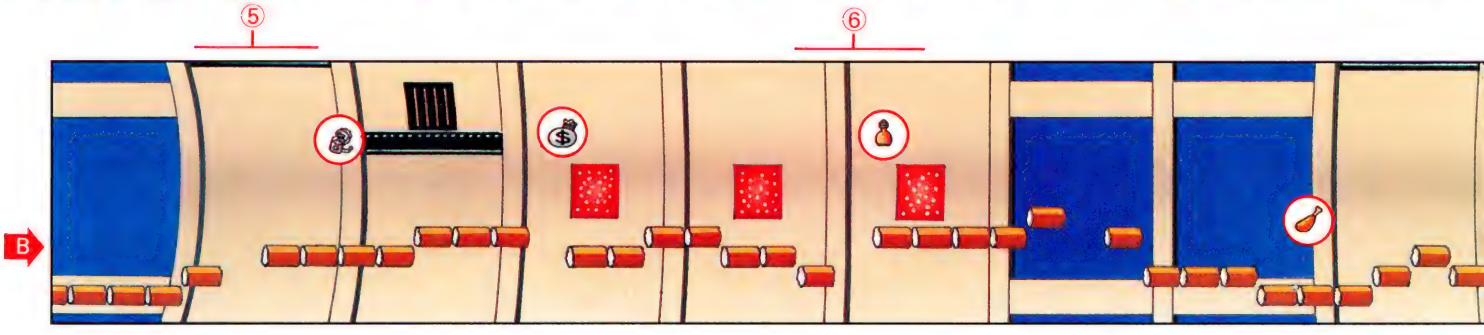
These platforms flip if you jump onto them, but in many cases you have no choice but to make such a leap. As soon as you land, jump away and the platform will not dump you.



③ THE KNIGHT'S DOOM

If you try jumping to the solid floor to the right, the Knight will attack without mercy. Instead, kneel while still on the left ledge and whip until the Knight is defeated.



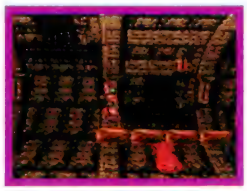


⑤ CORRIDOR HORROR

Suddenly the walls begin spinning around you at dizzying speed. Skeleton Knights leap out of the hatchways and attack. One missed step plunges you into an abyss. Although the walkway itself remains motionless, you must concentrate to maintain your balance, because the spinning motion of the walls plays tricks with your perspective. Move forward slowly and use the Whip Guard technique to protect yourself from Skeleton Knights when making jumps. Be sure to whip the candles. You'll find a Pork Chop in the middle of the stage and a Silver Cross to banish foes.

⑥ A DEFENSIVE JUMP

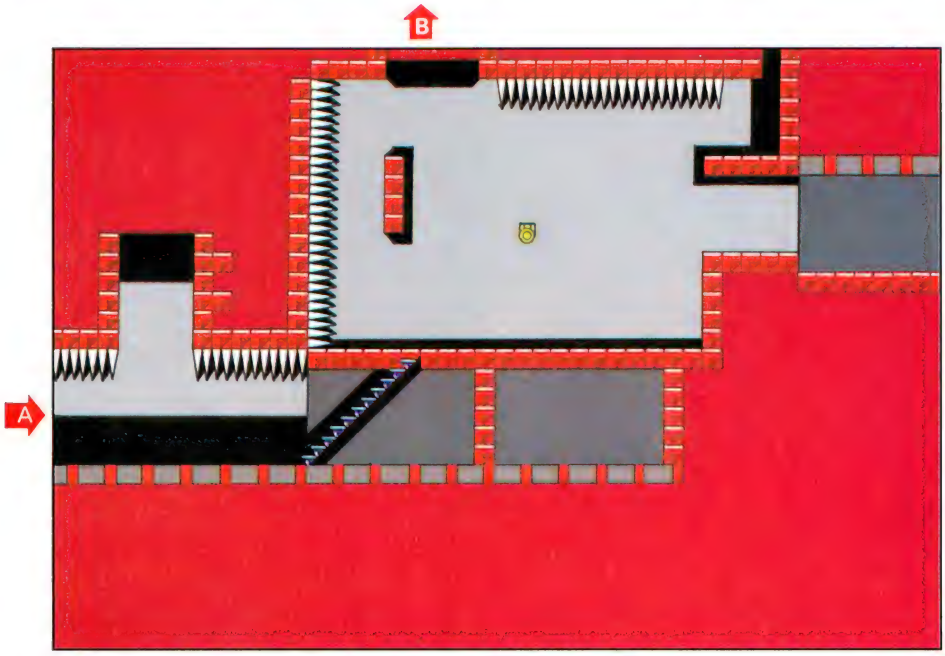
Again the Whip Guard technique becomes an essential strategy for survival. When making dangerous jumps like the one shown below, press the Y Button so Simon holds the handle of the Whip out in front of him when he lands on the far side. Enemies will attack immediately, but they will be repulsed by the Whip Guard. Another strategy is to wait before jumping to see what enemies appear. When they move close to the gap, whip them across the open space or use a Special Weapon like the Dagger. Once the threat has been removed, you can make your jump in safety and move on.



PUWEYXIL

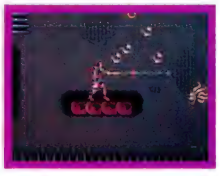
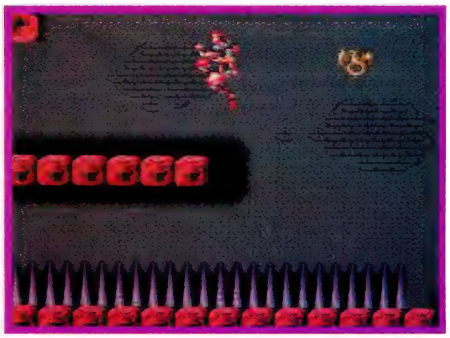
As the giant skull crashes about the chamber, bricks from the wall rain down on the unprotected Simon. Use the Axe from the relative safety of the left corner, then switch to the Whip when Puweyxil is overhead.

Use the Axe when Puweyxil is at a distance and the Whip when he's hovering overhead.



④ THE TABLES TURN

This chamber begins to rotate as soon as you enter it. If you stand on the floor, you will be cast against the spikes as the room tips. Use the Whip to hang from the room's central ring and when the ledge is below you, drop onto it. Flying Medusa Heads now attack. Face each one and lash out just as the Head begins to move downward.

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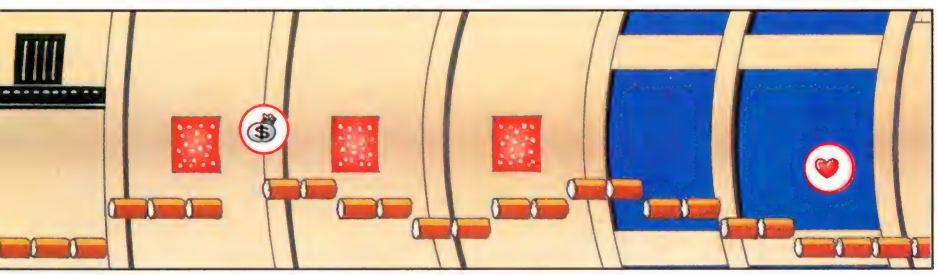
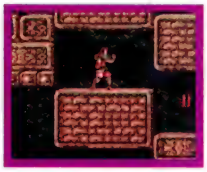
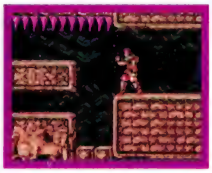


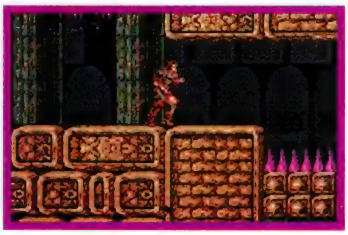
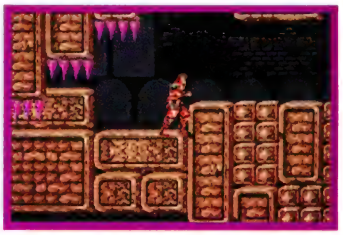
THE GRINDSTONES

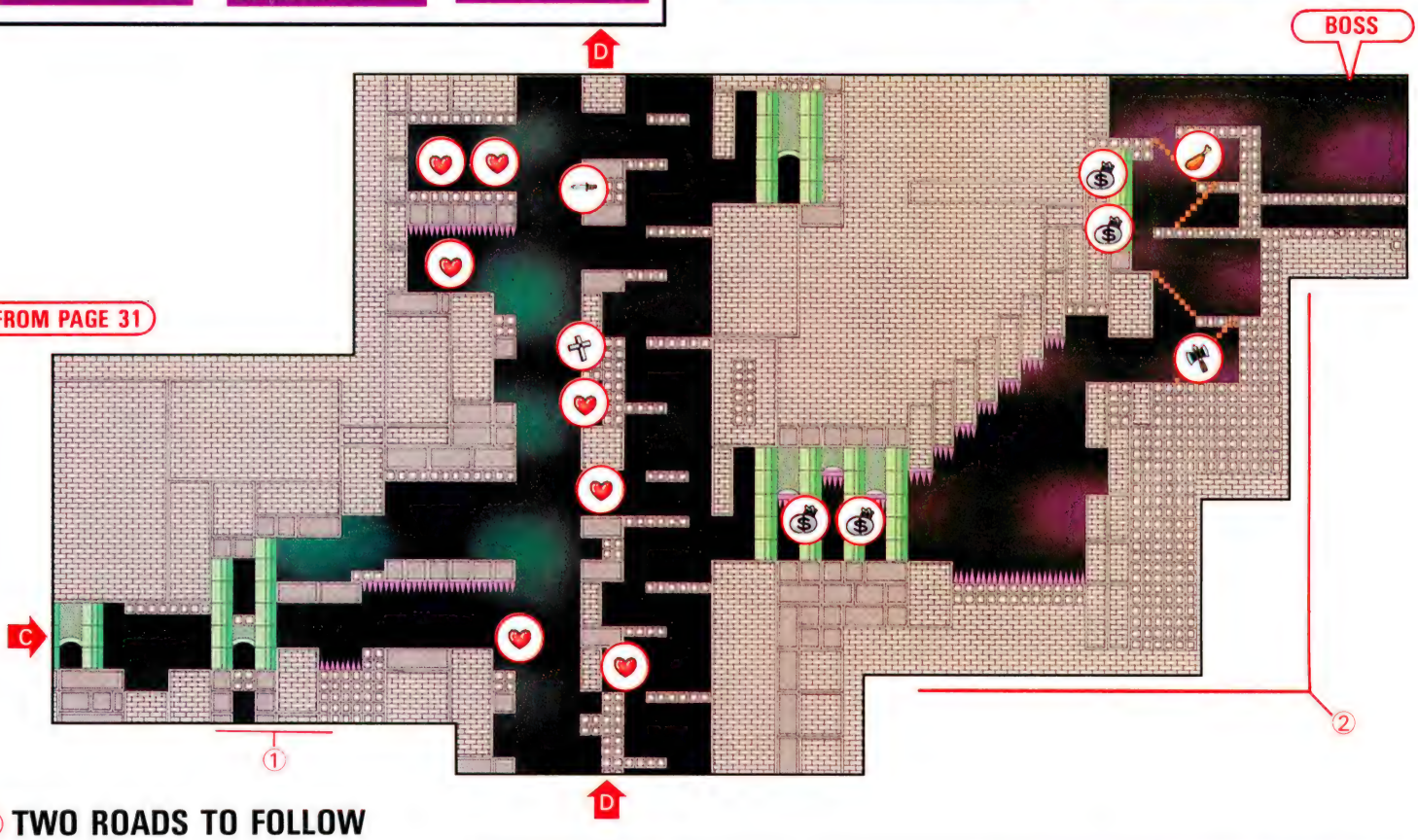
Here you will find giant blocks rising continuously through a maze of stone. If Simon is caught between a solid stone and one that rises, he will not survive. In some places you must use the Kneeling Walk. This is an endless stage if you try to reach the top. Instead, make your way to the right side, and when you have a chance to drop down from a ledge to a gap in the right wall, take it. That is the only exit.

② RISING TENSIONS

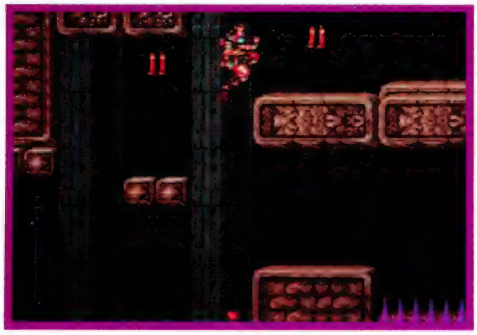
Run as fast as Simon can go toward the right side of the screen as the blocks move swiftly upward toward the spiked ceiling. If you hesitate, Simon will be lost. If you race ahead, you will have to make a final jump to the safety of the ledge on the right just before the rising blocks crash into the ceiling.



① TWO ROADS TO FOLLOW

Jump upward and race between the crushing blocks to avoid the bat, or hurry through the lower gap when the bat appears behind you.



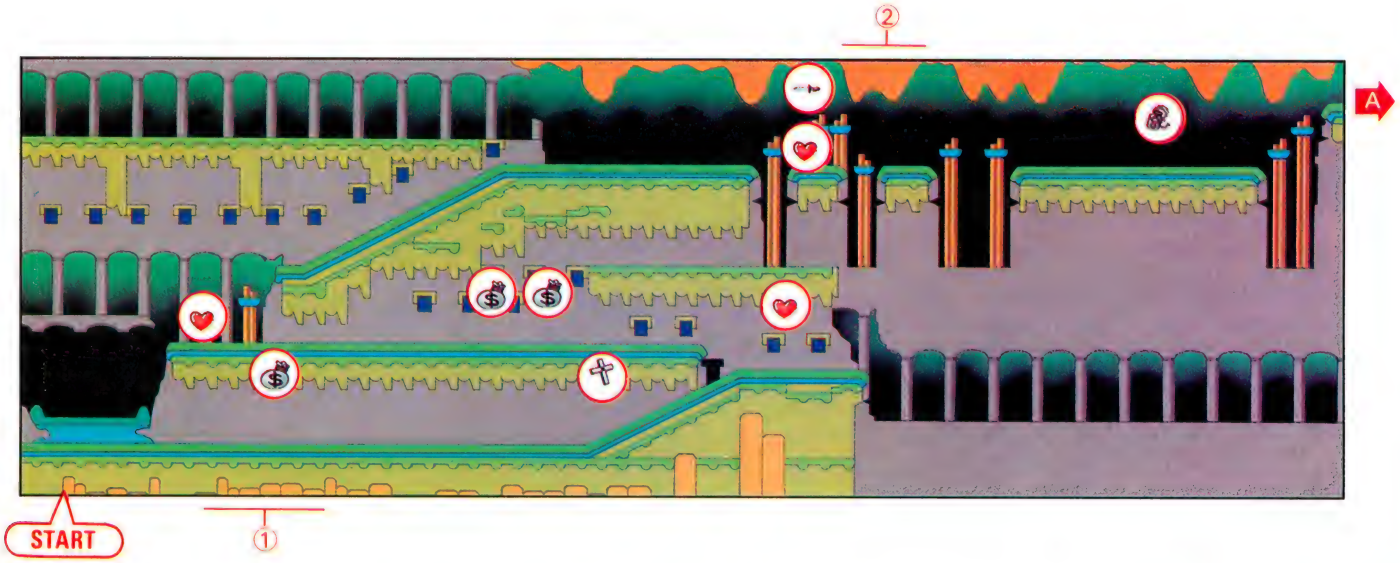
KORANOT

This man of stone stands larger than life when first you meet him, but as your Whip cracks his hard exterior, he shrinks and shrinks until he is no more than a pebble. While you are reducing Koranot to dust, however, he attempts to do the same to Simon. Stones plummet from above, and others fly off of Koranot. Stay close to him and use your Whip while keeping your eye on the falling stones. If you dodge the falling stones, you will win with ease.

STAGE 5

THE COURTYARD

Don't linger in the outer courtyard of Dracula's Castle. Danger approaches from the sky and from the earth, and time is short. Simon must race like the wind, yet defeat the foes that stand in his way. The second stretch in 5-2 has hanging creepers that obscure your view.

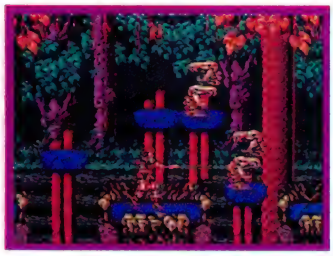


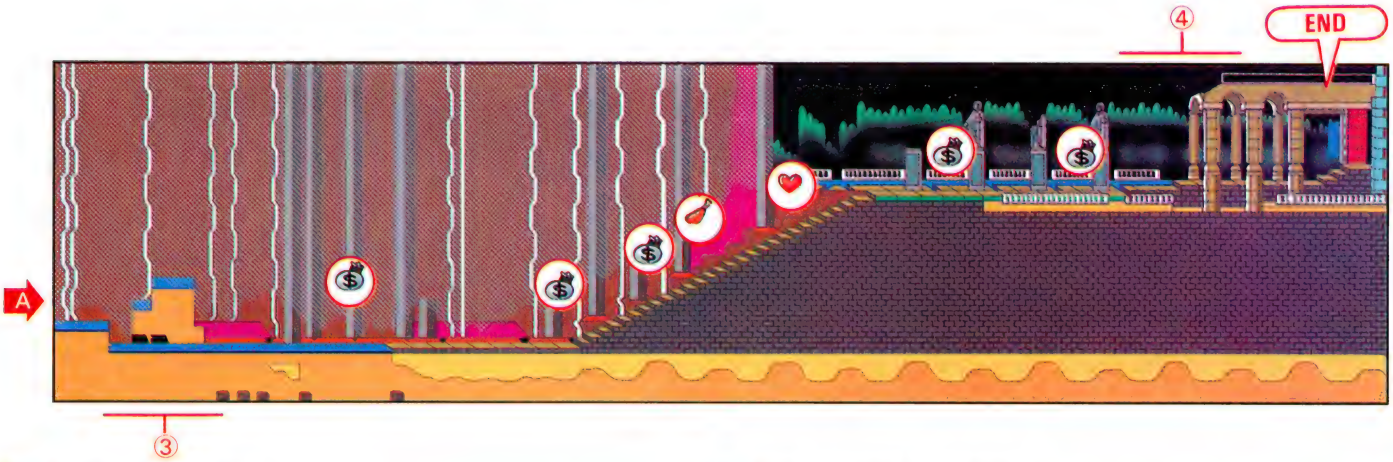
① HUNT OF THE HARPIE

Harpies swoop in carrying Ghoul Rabbits in their talons. If they are flying high, jump and Whip them. If you delay, the Rabbits drop to the ground and attack with nasty, pointed teeth.

② FIGHT FIRST

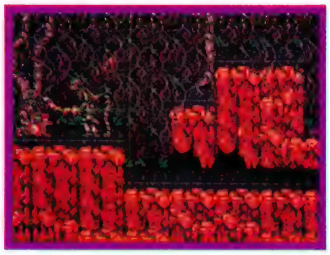
At the top of the first incline are Bone Dragon Heads. Kneel and attack them before trying to move on to the left where there are more of these creatures. Collect candles after fighting.





③ BONE-APARTS

Skeleton Knights with swords and whips guard the final stretch to the great gates of the castle. Close in and whip them quickly, or kneel down for extra safety. Don't take too much time.



④ THE CASTLE GATE

Bats attack as you run up the castle steps. Take as many of the items as you can by whipping the many candles, but keep an eye on the timer. There is no guardian at the castle's entrance.

STAGE 6

THE HAUNTED HALL

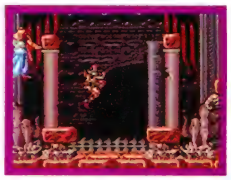
The tattered interior of Dracula's Keep holds a haunted procession of ghosts, evil hounds and knights, and that's the easy part. As you climb to the rafters, prepare to swing on giant chandeliers. Further on you will find ectoplasmic gases and finely attired vampires who circle around Simon before going for the jugular. In this area, look for a hidden room in the floor. Still ahead lie living coffins, angry tables and waltzing pairs of poltergeists who are not about to let you cut in. The last tango in Transylvania takes place at the end.

NAIL THE COFFINS

The circle of coffins goes round and round and they'll only stop if you destroy them. Stand to the left and whip them away. Single coffins are also dangerous. Jump past them, then turn quickly and attack.

SHALL WE DANCE

Paula Abghoul and Fred Askare haunt the final ballroom of Stage Six. Their eerie dance has no repeating pattern, so you must react to every move. When they rush at you with their swords drawn, jump up or down to safety.



Stay as far away as you can from the demonic, dancing duo, especially when they charge you. Your mobility is best in the middle of the room.

STAGE 7

THE MIDDLE CASTLE

The Seventh Stage begins in a library for giants. Simon, atop a shelf, seems tiny in comparison to his surroundings. The regular assortment of ghouls is joined by flying books and red skeletons that can never be defeated entirely. In the lower levels, Simon encounters galleries of angry paintings, knights and worse. One blow to the lower left corner of the frame will imprison the portrait. Beware of the rug underfoot and the statues that collapse and drop heavy orbs. If you do these things, perhaps you will reach Sir Grakul.

RUG RIPPLES

There is something under the carpet that chases Simon through the halls. If it passes beneath him at a place where the ceiling has spikes, Simon will be lost unless he kneels down. Attempt no other defense.

SIR GRAKUL

Sir Grakul lives in a glass case like a suit of armor in a museum. Each time he strikes the floor with his long handled battle axe, a tongue of flame races across the floor. Jump this fire and attack from the right hand side.

Jump the flames and duck Sir Grakul's axe. At the end, the Knight will draw his sword, but a frenzy of whip strokes will end his ambitions.

STAGE 8

THE DUNGEONS

At the foundations of the castle Simon will find himself in the dungeon where the rattling of chain pulleys drowns the sound of dripping poison from the ceiling. Mechanical traps present the chief health hazard here, but spiders, Bone Dragons and Fire Eyes will also play their parts. Keep one eye on the ceilings from which spears may plunge, and your other eye at your feet, for a bridge along the way has an annoying habit of vanishing! If you avoid all these dangers, you must deal with the Monster who has been reanimated.

DON'T GET STUCK

Some spiked platforms crash down from the ceiling while others swing back and forth like pendulums. Don't get too close to either. One touch of a spike drains Simon of life, so approach and dodge them with caution.

THE MONSTER

He hasn't left the lab, but the Monster is already on a rampage, throwing bottles of scorching chemicals and confusing you with a doppleganger. Attack from the lower platforms on either side while avoiding the chemicals.

It's easy to dodge the bottles, but once the double appears, your attack will be blunted. Hits must be scored against the real Monster.

STAGE 9

THE TREASURY

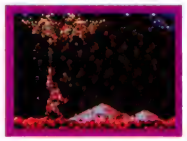
The floors of the Treasury are covered with gold and the air is thick with ghosts. Treacherous footing may cast you down at any moment, that is if the minions of skeletons don't do it first. Conserve your strength, for there are few opportunities to refill Simon's Life Meter. In the lower reaches Simon will find that his shoes stick to the golden floor while coffins attack. Some of the most daring Whip Swings are to be found here, and some of the most deadly. Luck and skill lead you in the end to the Zapf Bat.

POTS OF GOLD

The hanging pots of gold and straw are no place to loiter. The weight of Simon will send them crashing to the floor or into bottomless pits. Jump quickly on and off again if you wish to survive.

ZAPF BAT

This jeweled marvel is a creature of perilous beauty. As it flies about the chamber, scales shoot off of it and strike blows on Simon. Attack from below and at an angle, dodging the scales.



Dodge the scales that fly off the Bat as you attack from below.

The Zapf Bat becomes three smaller bats midway through the battle.

STAGE A

The Clock Tower of the castle is filled with gears and fears. Simon must move gingerly over the spinning works. The most dangerous jumps in the game are found here, from spinning gears to moving rings to which you must leap with your Whip Swing technique. Much of your journey lies in the vertical dimension with evil lurking above you. A shrewd vampire hunter might try attacking unseen enemies from below. Finally you'll reach the Clock Face where the Mummy bides his time.

THE CLOCK TOWER

Jumping from gears can be difficult even with experience. It takes super concentration. When Simon stands on a tooth that begins turning down, he will fall. If you jump early, a ceiling may foil the attempt.

THE MUMMY

When the Mummy appears on the left ledge, kneel and attack with your Whip from the middle of the clock. But when he appears in other locations, use the left ledge for your attack.

Kneel and whip the Mummy when he appears on the left.

When the Mummy appears elsewhere, use the left ledge yourself.

STAGE B

The upper reaches of the castle are the domain of Dracula and his closest allies. As you might expect, the fiercest battles of all and the most cunning devices have been kept for this final showdown. Across a long bridge you must flee ahead of the ravens, and when you climb the wall where the stairs disappear, you can't afford one missed step. Beware of a giant gear that springs up when you least expect it. Then prepare to meet and beat three fiends before challenging the Count.

THREE FIENDS

The Dinosaur Knight, the Gargoyle and the Reaper must be dispatched before you can move on to face Count Dracula. Each has a pattern or movement you must learn and some brutal attack to avoid.

Dodge the Knight's charges, attack the Gargoyle from below, and avoid the Reaper's whirling sickle while attacking at an angle.

THE TIP OF A LIFETIME

Do not battle the Count on an empty Life Meter. Here in the final stage you can leap onto an invisible bridge. At the left edge you'll fill all your levels and receive a Triple Shot.

FINAL FIGHT

Metro City Needs A Few Good Crime Fighters

The manic Mad Gears have Metro City under siege. Only Mayor Mike Haggar and his street fighting friend, Cody, can throw a wrench into the Gears' plans. This means war!

AN ARCADE SMASH HITS THE SUPER NES

The ultimate street fighting arcade game is now the first of its kind for the Super NES. Capcom's Final Fight is an action-packed single player game with a ton of great moves and your choice of two awesome fighters. The speedy scrapper, Cody, has youth on his side while the more experienced street brawler, Haggar, is as strong as an ox. Both fighters are very big on the screen. This size helps show their true strength and create a big impact as they individually clean up the streets of Metro City.

● ARCADE

Final Fight was a hit at the arcades with its great graphics and powerful street fighting theme.

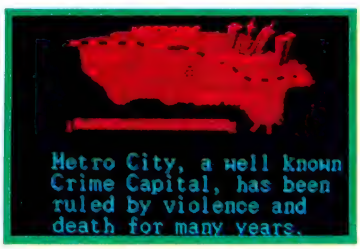
● SUPER NES

The Super NES adaptation of Final Fight includes everything that made the arcade version a winner.

Five rounds of street fighting mayhem and two rock 'em sock 'em bonus stages make Final Fight a powerful title in the Super NES lineup. Join in on the action and go after the evil Mad Gears.

■ SAVE OUR CITY

There was a time when Mike Haggar spoke only with his fists, fighting fiercely against the criminal element of Metro City. Now, Haggar is Mayor of the city, but when his police force and diplomatic actions can't stop the villains from causing havoc, he resorts to what he knows best; hand-to-hand combat. The Mad Gears have kidnapped Haggar's daughter, demanding total control of the city for her safe return. Haggar knows that the only way to ensure that the Mad Gears don't follow through with their insidious plan is to take to the streets himself and seek out the leaders of the gang. If Haggar can't do the job, then his younger, faster friend, Cody, will step in and start fighting!



■ PUNCH FOR POWER-UPS

The Oil Drums and Crates of Metro City are often packed with powerful items. Punch them open and grab the goods. You can also pick up weapons that have been left behind by street-fighting hoods. Shake 'em up!

KNIFE

As long as Cody's targets are within striking distance, he can take them down with a single slash.

PIPE

Bulky Haggar can really send his message home with a long piece of pipe. Smash!

SWORD

Sword wielding is a specialty of Hagger and Cody. This long blade is more powerful than the Pipe.

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THESE GUYS MEAN BUSINESS

Our heroes have different street-fighting styles. Since Haggar's been on the streets for a long time, he's experienced. He also has a wide variety of impressive fighting maneuvers. The smaller Cody has youth and speed on his side.

CODY

Cody's moves are kicks and punches that rely on speed.

This speedy scrapper can rifle off several punches per second and send his foes reeling.

Cody's third punch is always the powerful uppercut which sends enemies sailing.

HAGGAR

This massive muscle man uses his size to his advantage.

Haggar's regular swing is a no-holds-barred body blow which knocks most hoods off balance.

The third blow that Haggar throws at an enemy is usually the crushing Hammer Punch.

CODY

The lightning fast fists of Cody serve him well in bouts with baddies.

HAGGAR

This muscle bound mauler has the style of a professional wrestler.

MID-AIR COLLISIONS

The aerial Jump Kick keeps thugs at a safe distance. One swipe will knock most villains down.

By jumping and spinning, Cody can execute the Spiral Kick and clear away enemies on all sides.

Cody's most unique move is a Flying Knee Kick. This one always catches hoods by surprise.

BONE CRUSHERS

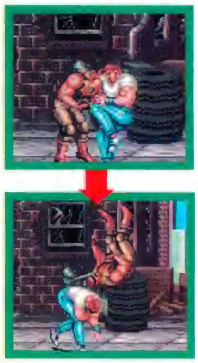
The Jump Kick always connects for a knockdown. Haggar puts his all into this sideways shocker.

Haggar barrels into creeps and criminals with head first flare when he uses the Flying Body Attack.

Haggar's upside-down crunching Pile Driver would rival the moves of any professional wrestler.

CLOSE-UP SHOTS

Fighting up close, Cody can give his enemies a shot to the ribs with the standard Knee Kick.



Possibly one of the most impressive maneuvers in Cody's repertoire is the boffo Back Toss. Once the crooks are shaken up with a few quick punches, Cody can grab them by the neck, turn and send them flying. This is a good move to break the ice in any confrontation.

INSIDE MOVES

This thick-sculled fighter is lethal with the Headbutt. Talk about a full force bangaroo! This one's big!

With his incredible strength, Haggar can pick up just about any street fighter and pull him up over his shoulder. Since Haggar's not as fast as some fighters, he's got to dazzle them with strength and endurance. This move really tires the other guy out.

GO FOR THE GOLD

If you've got fast fists, you can earn big points. Walk up to a Drum or Crate and punch away from it for several swings. Then turn and break the container. You may earn Diamonds or Gold.

Punch away from a Drum or Crate, then quickly turn and hit the container.

You may find a Diamond or stack of Gold in the rubble of the broken container.

MEET THE MAD GEARS

The main strength of the Mad Gears is their size. Every hood on the streets is part of this maniac gang. Their forces include fighters of all sizes and abilities. Gang leaders hang out in every section of the city. The king of the Slums is a bully named Thrasher who calls on other creeps to do his dirty work. The Subway leader is Katana, a professional fighter. After you take a ride on the train, you'll climb into the ring with this martial arts master. Your battle on the West Side will end with a run-in with Edi.E, a crook who masquerades as one of Metro City's finest. The forces in the Bay Area are led by a goon by the name of Abigail. The leader of the Uptown territory is currently in hiding. Keep fighting and you'll smoke out this mysterious madman.

SLOW MOVERS

While none of the creeps in Metro City are pushovers, the slowest moving villains are probably the easiest to plow through. You should be able to make short order of these hoods without much trouble.

Without much effort, you can blast by the slow movers of the Mad Gear gang and move on to more difficult challenges.

● BRED

ATTACK	C
DEFENSE	C
SPEED	B

This hood is one of the first villains you'll meet in your fight to clean up the city. He's not only slow, he's weak, too! Hit him three times and he'll go down. It's too bad that all of the hoods in Metro City don't drop like Bred.

● DUG

ATTACK	C
DEFENSE	B
SPEED	B

Dug can't even spell, let alone fight. Dig into Dug with a couple of good pops and he won't know what hit him. He'd counter with the old one-two, but he never can figure out what follows "one". Like Bred, Dug is a good villain to warm up with.

● JAKE

ATTACK	C
DEFENSE	B
SPEED	B

He's no brick wall, but Jake is a little more durable than Bred and Dug, though you should have no trouble toppling him.

● SIMONS

ATTACK	C
DEFENSE	B
SPEED	B

This fighter can actually fall three times before he's out and it's a good thing, because he falls a lot.

FAST FIGHTERS

The speedy but weak faction of the Mad Gears is made up of two brothers in crime. If you can lay a hand on them, these guys will go down. The problem is that sometimes they're sneaky. They come in with a group of fighters and get their shots in when you're busy fighting the other guys. Get them alone and in a corner, though, and the fight will be over quickly.

● J

ATTACK	C
DEFENSE	C
SPEED	A

The single letter fighter will be history after you connect with him three times. Take care of him as soon and you see him and he won't be able to sneak in a few licks while you're taking on a tougher fighter. You've got more important things to do than to mess around with this loser.

● TWO.P

ATTACK	C
DEFENSE	C
SPEED	A

The only thing that sets Two P apart from J is the color of his coat. The symbol on the coat stands for radioactivity, but don't expect any power out of this weakling. He may try to impress you with a few swift punches, but as soon as you hit him, he'll be counting stars.

HEAVY HITTERS

The bulk of the heavy hitters rivals even Haggar's muscle bound body. These guys are human steam rollers. Watch out!

● BILL BULL

ATTACK	B
DEFENSE	C
SPEED	C

He may be slow, but this guy can pack a pretty good wallop. Watch it!

● G.ORIBER

ATTACK	B
DEFENSE	C
SPEED	C

The massive mountain of a man, G. Oriber, is not the fastest fighter around but, he can do a pretty good speeding train impression. When G. Oriber charges, the best thing for you to do is get out of the way. Once he passes, you can run up to him and knock him around pretty easily with some well-placed punches.

● WONG WHO

ATTACK	B
DEFENSE	C
SPEED	C

There's not much difference between this big fighter and G.Oriber. He hangs out in the basement in the slums and charges with the same powerful heads down move. Don't let them charge at the same time or you'll be caught in a hero sandwich. The best way to stave off the charge of Wong Who and his big friend is by executing Cody's Spiral Kick or Haggar's Windmill Punch.

VICIOUS VILLAINS

Axl and Slash aren't who you think they are. They're just a couple of madmen on the streets of Metro City who can really cause some trouble if you've got your guard down. Watch them closely and try to hit them before they can hit you.

● AXL

ATTACK	A
DEFENSE	C
SPEED	B

This guy's no rock star. He's just another fighter on the streets of Metro City with a bad attitude and few good fighting techniques. Take him down before he can give you a demonstration.

● SLASH

ATTACK	A
DEFENSE	C
SPEED	B

With a name like Slash, you'd expect this guy to have a knife, or at least a guitar. He's empty handed though, and really not that hot if you can move in with a few quick socks before he tries anything.

WELL-ARMED WARRIORS

There are a couple fighters in Metro City who have more up their sleeves than fists. These guys come armed to the teeth and ready for war. Keep your distance from them if you're busy taking on other fighters and try to confront them when you've got plenty of room to move.

● HOLLY WOOD

ATTACK	B
DEFENSE	C
SPEED	B

In order to be true to his name, Holly Wood tends to be quite a showman. His flaming torches have a lot of flare. Watch the act from a good distance and let Holly walk into his own flames. The show will be over in a flash.

● EL GADO

ATTACK	B
DEFENSE	C
SPEED	B

The acrobatic antics of this fighter are pretty amazing. He can fly into view upside down and attack with knives in both hands. If you can stop him mid-routine, he'll never get to the real dangerous stuff.

SCRAPPERS

While they may be fast and reasonably strong, these two fighters pay more attention to their hair style and fashion sense than their fighting techniques. Unless they're riled, you should be able to knock some sense into them without much effort.

● SID

ATTACK	B
DEFENSE	B
SPEED	A

Sid's big move is a flying somersault. It's more for show than for strength, though. While he's in the air, you can take him down with a single punch, then finish him off with a few more quick moves.

● BILLY

ATTACK	B
DEFENSE	B
SPEED	A

This guy's a little more powerful than Sid and he concentrates a little more on his targets. Try to knock him out of the picture quickly and don't get cornered by him when he's in the midst of a fist-flying frenzy.

BIG BRAWLERS

The heaviest hitters among the Mad Gear minions all come from the same line of big, burly brawlers. This family of fighters is known for their superior strength and their heavy-handed moves. Legend has it that they were once circus strongmen in an Eastern European country and came to Metro City to escape from the rigors of barbell lifting and muscle flexing. Unfortunately, they fell in with the criminal element stateside and have now embarked on lives of crime. The only way that you'll be able to get the upper hand on the Andore Clan is to keep plugging away and try not to get hit while you're down.

● ANDORE JR.

ATTACK	A
DEFENSE	B
SPEED	C

Junior has something to prove to the rest of his family. His brother has always been thought of as the best fighter, so if can down a few heroes, he'll improve his image with the other members of the Andore Clan.

● U.ANDORE

ATTACK	A
DEFENSE	B
SPEED	C

Uncle Andore resides on the West Side. When you come crashing into his home turf, he'll be looking for a fight. This brawler has perfected the Andore Family body slam. Move out of the way while he's charging and you may not experience this move firsthand.

● ANDORE

ATTACK	A
DEFENSE	B
SPEED	C

The older brother of Andore Jr. has been named heir to the Andore Family fortune. All of those years of performing apparently helped the clan amass a sizeable amount of dough. Now, Andore's just smashing heads and waiting to collect.

● G.ANDORE

ATTACK	A
DEFENSE	B
SPEED	C

He may be getting up in his years, but Grandpa Andore is still an incredible fighter. He's the best scrapper that you'll meet in the West Side, with the exception of Edi.E.

ROUND 1

SLUM

Your battle begins on the bad side of town. While the weakest of fighters will attack first, the combat will soon grow in scale and difficulty. After you take on a group of baddies on the street, you'll move down to the warehouse hideout of G.Oriber and Wong Who. These big battlers will charge as soon as they see you. Move out of their way and hit them when they least expect it. Once you've cleaned up the basement, you'll go back to ground level. Shake up the streets with a fist and foot barrage and break Drums and Crates for Power-Ups.

HIT AND PIVOT

Your third punch in a row usually knocks enemies to the ground. If you'd rather keep them standing, you can aim your third punch away from them, then target them again with two more quick jabs. This move ensures that when your enemies finally fall, they'll never get back on their feet.

Hit your enemy with two quick punches. He'll lose energy but stay on his feet.

Turn around to fire the third punch while your foe is stunned, then come back with two more jabs.

STAGE LEADER: THRASHER

This big bully has a gang of evil doers under his wing. After you send a few punches to Thrasher, he'll take a breather and call for his underlings. Get rid of the weaker villains as quickly as possible and try to make the most out of your quality time with their leader.

Thrasher thinks he's pretty hot stuff. Hit him while he's laughing and you'll knock the hot air out of him.

When he wants to take a break, Thrasher whistles for help. You can make short order of his underlings.

ROUND 2

SUBWAY

The Mad Gears' trail leads to the Metro City underground. Once you survive a small battle on the train platform, you can board and start the real fight. Your destination is the sight of Katana's latest bout and you are the challenger. Before you climb into the ring though, you're going to have to take care of the Mad Gear maniacs who are also on their way to the fight. You'll meet a member of the Andore Clan for the first time here. If you can catch him alone, you stand a good chance of winning without taking much damage.

BACK AGAINST A WALL

When the enemies are coming in from all angles, it's easy to get caught off guard. Whenever possible, try to make sure that the Mad Gears can only attack from one direction by standing in front of a wall or other obstacle.

If you position yourself in front of a wall, you'll stand a better chance of fighting off the enemy onslaught.

STAGE LEADER: KATANA

The leader of the subway sector likes to put on a good show. After you knock him down, he'll charge with both swords flying. Try to move directly below him before he charges and he may miss you.

After you throw Katana down, move directly below him and avoid his charge. Then move up and deliver a few good jabs.

BONUS STAGE 1

BREAK THE CAR

Bad Guys and Barrels aren't the only things that you get to pummel in Final Fight. As a reward for defeating Katana and making public transportation safe again, you can bust up the Mad Gears' wheels for big bonus points.

Since Cody's fast and strong, he can do the most damage with his fists in the allotted time.

Haggar could easily total the car with his bare hands, but he might as well use the pipe for maximum damage.

Earn a big bonus by busting up the wheels of one of the Mad Gears.

ROUND 3

WEST SIDE

The West Side used to be known for its restaurants. Now, it's known for its rumbles. The late nighters here have an appetite for destruction. It's time to give them their just desserts. Blast through the streets and seedy dives with a two-fisted fury. More members of the Andore Family make their presence known here. G.Andore is one of the toughest fighters that you'll ever meet. Take care of him as quickly as possible and try to leave room for the main course; Edi.E!

NINE LIVES

If your lives seem to end quickly, you can strengthen your fighting forces with a quick code. Press and hold the L Button when the title screen appears, then press Start for the option to add fighters.

When the title screen is showing, press and hold L and hit the Start Button to call up the option screen.

The option screen will allow you to adjust the difficulty and give you nine fighters.

STAGE LEADER: EDI.E

When this hood masquerading as a cop is weakened, he'll pull out his firearm. Stay directly above or below him and he won't have a chance to use it.

Show Edi.E who really represents the law by sending him behind bars.

ROUND 4

BAY AREA

The docks of the Bay are crawling with creeps from all corners of the city. This stage will prove to be a real test of endurance. It's quite a hike to the leader of the pack, Abigail, and the boardwalk is lined with hoods every step of the way. Abigail has a strong force of fighters working for him and they're all ready to fit you for a pair of cement shoes. Try not to let them gang up on you and don't take any long walks off short piers. You've survived three other criminal-infested areas of the city, but none of those fights compares to the battle in the Bay.

SLOW 'EM DOWN

While you may feel compelled to open a container as soon as you see it, you should wait until all of the crooks in the area have been dealt with. If a container is in view, they'll only come out two at a time.

If a Barrel or some other punchable object is in view, only two hoods will show up at once.

Break the container and the enemies will attack you three at a time.

STAGE LEADER ABIGAIL

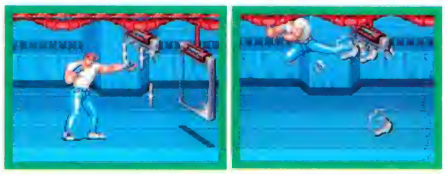
Abigail is a fast fighter with a lot of friends. Take care of the goons quickly. Then toss Abigail and get out of the way as he is recovering from the fall.

Throw Abigail into a corner and run to the opposite corner while he is getting up.

BONUS STAGE 2

BREAK THE GLASS

Once you clear four of the five sections of the city, you can show off your power in the glass factory. Break as many panes as possible for a big bonus.



If you break all of the glass in the factory in 20 clicks of the timer, you'll earn thousands of points.

ROUND 5

UPTOWN

Uptown has been on a downhill slide ever since the gang leaders claimed it as their headquarters. Make your way to the Mad Gear big wigs and show them who's boss.

Watch for falling chandeliers, then pick up a Power-Up in the rubble.

You'll find special items behind every column in the foreground on the roof.

GRADIUS III

The Space Action Classic Gets Even Classier

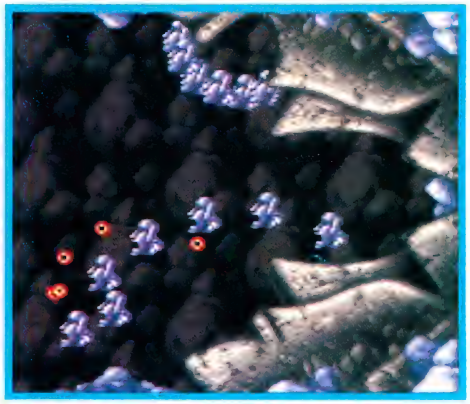
Konami's Granddaddy of space shoot 'em up gets a face-lift and a galaxy of new options. Select your own weapon Power-Ups, pick a skill level, and get set to jet!

COMBINING THE BEST OF THE OLD AND NEW

If you liked Gradius and its sequel, Lifeforce, both hits for the NES, Gradius III will launch you into a new orbit of space action. The tried and true game play remains the same. You pilot a ship through automatically scrolling stages filled with aliens. Collect Power-Ups and you can add to your ship's arsenal of super weapons. What has changed are the graphics and a payload of options. Giant monsters and great detail add to the immediacy of the game, but the options are what really make this Super NES version shine. Now it's up to you to choose from two dozen weapons and defensive systems for the Viper space ship. You also choose your own skill level, which button activates the weapon systems, and whether to have Auto Shot and Auto Power-Up.

● NES

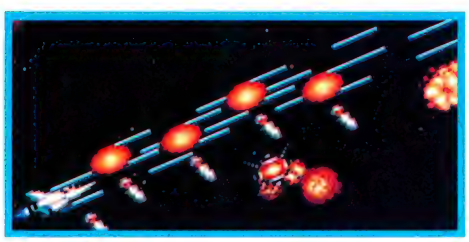
● SUPER NES



■ POWER-UP YOUR VIPER

SPEED-UP

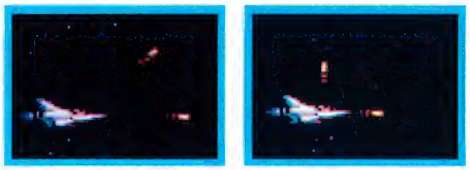
The first Power-Up is always Speed. Each time you activate a Speed-Up, the Viper's controls become quicker. If you have more than three Speed-Ups, the ship is almost too jumpy to handle. Two Speed-Ups are fine in most stages. In areas with lots of enemies, however, go up to three Speed-Ups to counteract the slow-down effect of having so many moving objects on the screen at once.



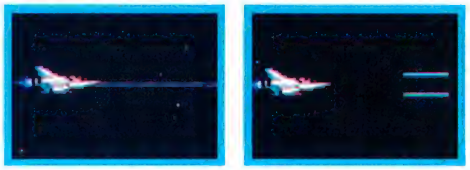
CANNONS AND LASERS

Your basic weapons are cannons and lasers. On the Option Screen you can choose from four of each type. At the end of a game, if you continue you can change your weapons options.

● DOUBLE



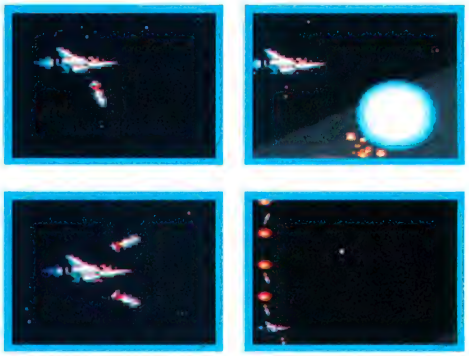
● LASER



MISSILES

The mission of a missile is to attack enemies on the floor or ceilings of the stages. Some fire up, some down, some backwards and others go in several directions. Some missiles pack a bigger bang than others.

● MISSILE



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CHOOSE YOUR OWN POWER-UP WEAPONS

MISSILES

Choose the type of missiles that will compliment your attack in a particular stage. Hawk Wind missiles are good in most stages, but you may find stages that require a specialized missile, or if you have a Double Cannon, you may not need 2 Way missiles.

● PHOTON TORPEDO
These guys drop down and take out multiple targets.

● MISSILE
The regular missile travels down and forward.

● 2-WAY MISSILE
Attack up or down like the Hawk Wind.

● SPREAD BOMB
These bombs are launched down and forward.

● HAWK WIND
This missile fires forward and either up or down.

● 2-WAY BACK
Target foes to the rear both above and below you.

● SMALL SPREAD
Two small spread bombs fall straight down.

DOUBLE

Two cannons can fire simultaneously—one forward and the other up, backwards or at an angle. The regular Double—shooting upward at a 45 degree angle—is best for most stages.

● DOUBLE
This is the most versatile Double Cannon.

● VERTICAL
This cannon fires straight overhead.

● TAIL GUN
Don't let the enemy catch you from behind.

● BACK DOUBLE
Shoot backward and up at a 45 degree angle.

LASERS

Lasers provide continuous fire in several patterns.

● TWIN LASER
Double your forward laser power.

● LASER
Destroys everything in a straight line ahead of you.

● RIPPLE
Expanding circular laser blasts for a wide attack.

● CYCLONE LASER
A powerful, long range laser.

● ENERGY LASER
Fires one powerful energy ball at a time.

OPTIONS

Options are small companion drones that have the same fire power as the Viper. One Option will double your fire power, two will triple it and so on. Options move in various patterns around the Viper.

● OPTION
The regular Option follows the ship's movements.

● FORMATION OPTION
The Options remain in position above or below.

● SNAKE OPTION
The Options tail after the ship in a line.

● ROLLING OPTION
The Options rotate around the ship.

?

The Question Mark denotes defensive systems. Shields are strong but don't protect the entire ship at any one time. Force fields are drained rapidly with impact, but they cover everything.

● SHIELD
Two forward mounted, star-shaped energy fields.

● ROLLING SHIELD
The two energy fields revolve around the ship.

● FORCE FIELD
Protects the entire ship for several hits.

● REDUCE
Reduces ship size, making it harder to hit.

!

The Exclamation Point indicates special Power-Up selections including Speed-Down, Option, Full Barrier and Mega Crush. These choices are used one at a time.

● SPEED-DOWN
Reduce your speed for better control.

● FULL BARRIER
Replenishes your weakened shield or force field.

● REMAIN OPTION
Fills out the remaining Option Formation.

● MEGA CRUSH
Destroys all enemies on the screen except guardians.

STAGE 1

THE DESERT

The early parts of this stage are in deep space where an assortment of alien ships dodge and dart as they attack your Viper. Wipe out every ship in a formation to receive a red Power-Up, or a blue Mega Crush capsule. Further on you'll reach the desert where giant sand dragons loop up to attack you while mech-walkers, ships and other alien forces converge. At the end of the desert Goliath, a giant ant, tries to eat the Viper for lunch.

① POWER-UP!

Making a good choice of weapons and defensive systems can be critical. In this first stage you'll have enemies on the desert surface both above and below you. Missiles like the Hawk Wind are ideal. The rest of your attention should be directed forward, especially because Goliath must be attacked head on. The Double and Ripple Laser are good choices.

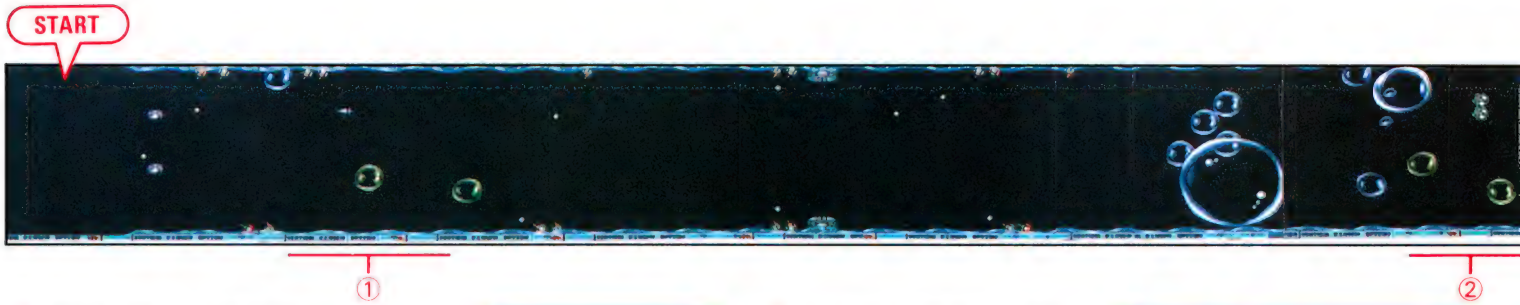
② THE SAND DRAGON

The giant sand dragons certainly look impressive, but they aren't too difficult to beat. Keep firing at the dragon's head and if the scroll starts forcing you into the dragon, move into the loop. The rest of the aliens don't stop just because the dragon appears, and avoiding them may prove more difficult than beating the dragons.

STAGE 2

BUBBLE WORLD

Once again the stage begins in deep space with a clash between your Viper and a swarm of alien ships. Further on, you'll encounter the Bubble World. Although the huge, seemingly transparent bubbles look about as harmful as soap suds, one touch warps you out of existence. If you shoot a large bubble, it breaks into multiple, smaller bubbles. Sometimes your best strategy is not to shoot at all. At the end you will find the Bubble Eye, a mutant interstellar amoeba that attacks with, you guessed it, bubbles.

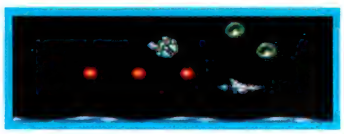


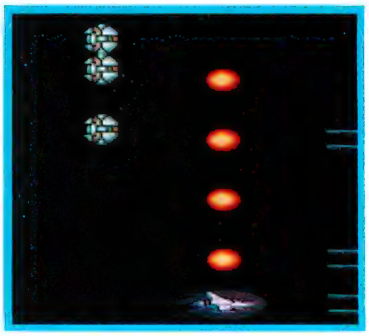
① SPREAD IT AROUND

The Spread Bombs can be a big help in the Bubble World, especially if you have multiple Options to increase the number of bombs. The wide blast of the Spread Bombs can eliminate many small bubbles at once, clearing a path for the Viper. They also take out aliens on the ground.

② DON'T LOOK BACK

One of the rear-facing cannons can make a big hit in this stage because enemies often appear from the rear.



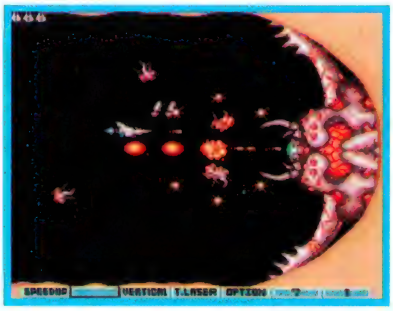


③ AN OPTIONAL STRATEGY

Position the Options above you so they scour the ceiling without running the risk of having the Viper touch the bubble surface and blow up.

GOLIATH

Goliath looks worse than he really is. Fire at his head when the pincers open wide, then dodge the fireball, which explodes. You'll also find yourself under attack from the sand overhead and below, which will keep you dodging. Shields or a Force Field are useful at this point, as is a Double, but the main strength, whether a cannon or laser, should be directed forward with multiple Options.



SUPER CODES

29 EXTRA SHIPS

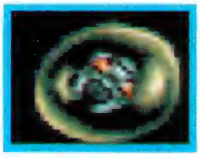
Start out on your voyage of conquest with 29 extra ships by entering a simple code at the title screen. Press and hold Left on the Control Pad, then press the A Button three times followed by the Start Button. Choose your weapons, then start the game. You'll see a line of ships across the top of the screen.

FULL POWER

Use the following code once per stage to get full power on your Viper. Press Start to pause the game, press Up, Up, Down, Down, L Button, R Button, L Button, R Button, B, and A. When you unpause the game, your ship will be fully Powered-Up.

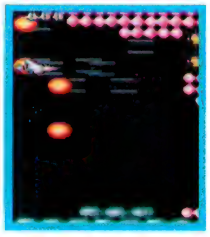
④ HARDENED BUBBLES

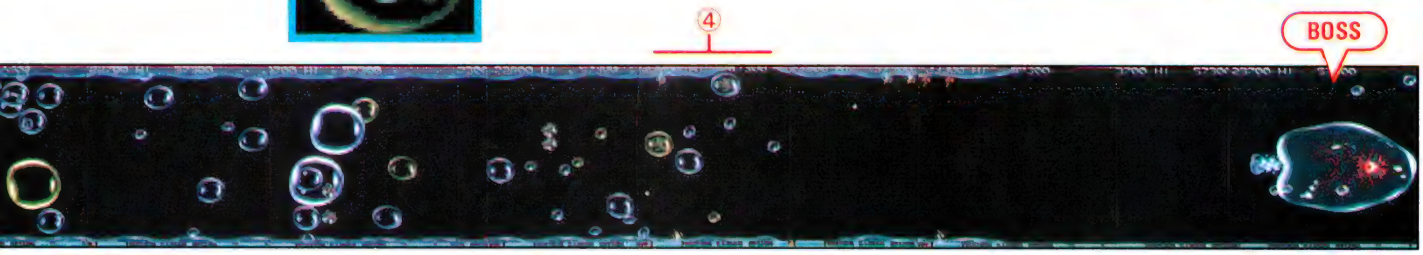
Some of armored bubbles are tough to burst. Don't even try. Dodge your way past them and shoot the ships that emerge.



⑤ THE HIDDEN HOLE

Note where the bubbles emerge from the ground here at the bottom. That is the route to the hidden bonus stage, but take care when entering the hole or an emerging alien ship might hit you.



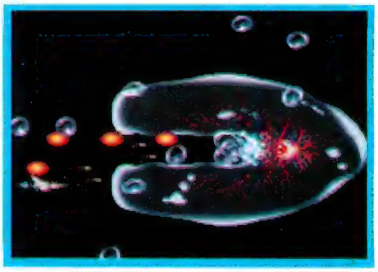


③ THE EASY WAY

There are so many bubbles through this area that you won't be able to burst them all. Shooting bubbles only makes them divide and fill up the space with smaller bubbles. Clear out a path in front of you using a straight firing laser or cannon.

BUBBLE EYE

Bubble Eye can take a lot of punishment and it matches your strength. For instance, if you have Powered-Up weapons, the Bubble Eye will have a stronger attack than if you have a single cannon. Watch out for the bubbles that attack you and fire straight into the left side of Bubble Eye where a breach appears.



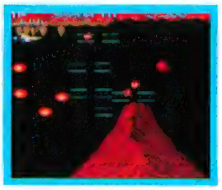
STAGE 3

THE VOLCANO WORLD

The outer reaches of the Volcano Stage look Earthlike in many ways, but this is a hostile world. Beware of platforms lined with enemies that suddenly appear. Most of the enemies are ground-based, so missiles are useful. The Volcanos fire giant boulders, but you can blast the rocks and move ahead. A wide angle weapon like the Ripple Laser is excellent for cutting through the mud stage before reaching the Big Core at the end.

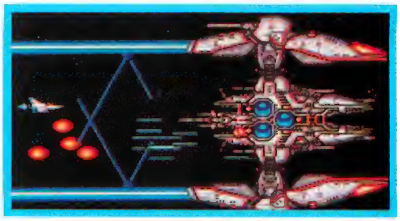
BLAST THE LAVA

The lava boulders can be blasted into dust, but you'll probably have to dodge alien ships as well as the rocks at the same time. Luckily, the volcanos soon stop erupting.



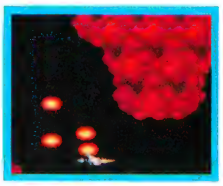
BIG CORE

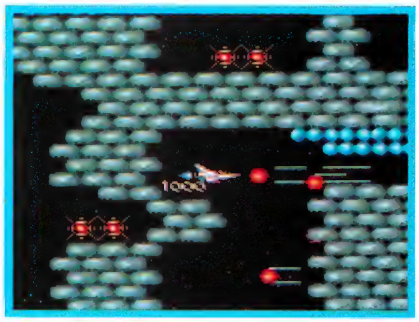
Stay in the middle of the diamond pattern to avoid the Big Core's reflect laser.



AN EXTRA STAGE

By the time you reach the area shown below, you must have destroyed all the land targets in Stage 3 if you want to enter the bonus stage.



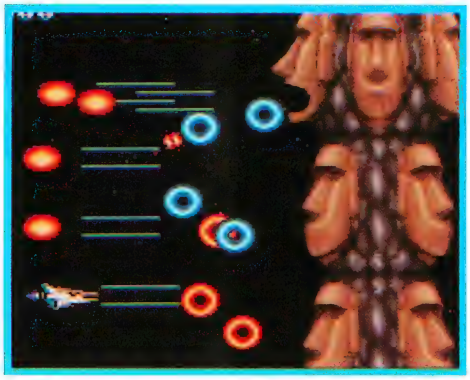


Look for the four 1-Ups hidden in this bonus stage. You'll need them later.

STAGE 4

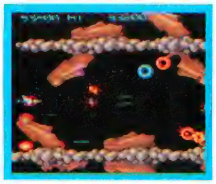
MOAI

The Easter Island statues found throughout this stage in various forms are called Moai. Unlike their earthly cousins, these statues don't just sit around corroding. Watch out for shots that emerge from their mouths. Some Moais pivot, making them difficult targets. At the same time you'll have to fight off other attackers. The columns of Moais must be penetrated before you reach the two guardian Moais at the end of the stage.



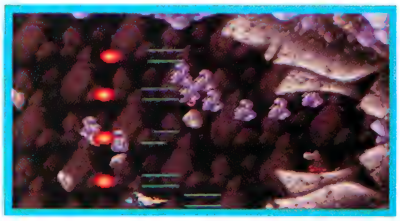
MOAIS MOUTHING OFF

Watch the Moais' mouths! Shoot Moais in the open mouth to destroy them and don't let them swallow one of your Options.



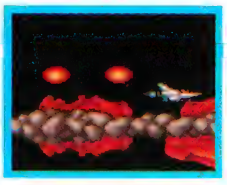
THE BIG MOAI

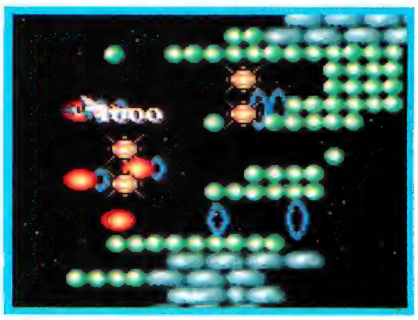
Watch out for the falling rocks as you shoot the giant Moais in their open mouths.



ANOTHER HIDDEN WORLD

As you approach the entrance to the hidden world, make sure you make use of any Power-Ups. No Power-Up lights can be showing if you want to enter.



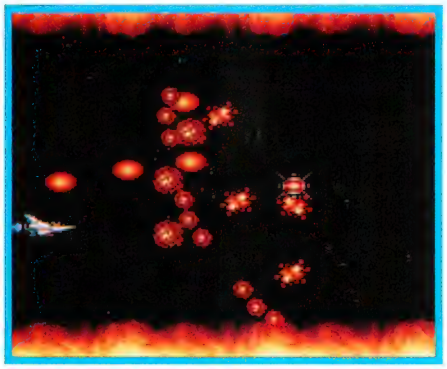


If you survive the bonus stage, you might find three 1-Ups.

STAGE 5

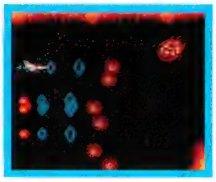
PROMINENCE

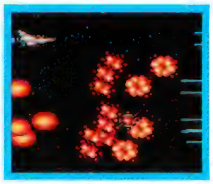
Some like it hot, and others like it scorching, but if you enter this stage, get ready for explosive action. No sooner do you enter the furnace of the Prominence Stage than solar flares begin to assault the Vic Viper. This is an ideal stage for the Force Field protection. Not only must you dodge the flares, but enemy ships must be warded off at the same time. At the end of the stage is the Twin Gorgon.



THE FIRE STORM

The fire shots that assault you right from the start can be blasted into smaller pieces, just like bubbles. Dart quickly through the narrow areas once you've cleared the path.



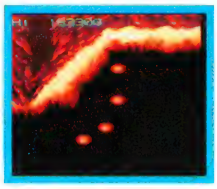


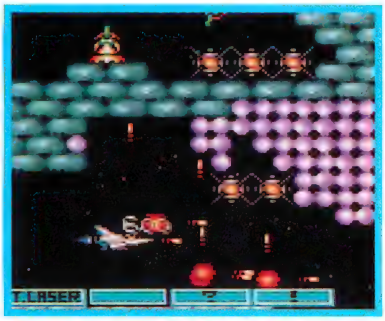
TWIN GORGON

Aim for the heads and watch for an unexpected return.

EXTRA EXPLORATIONS

When you reach the area shown in the photos the third digit from the right of your score must be either a three, five or seven.





If you reach the hidden bonus stage, look for the five 1-Ups inside.

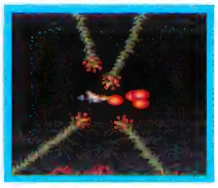
STAGE 6

BIOMASS

The Biomass stage is a green tangle of alien life forms. Watchout for exploding seedpods and creepers that reach out to swat the Viper like a fly. Not only will you have to avoid vegetable matter, there's also the matter of the alien ships you've come to know and despise. The giant ship-eating pod at the end tries to inhale your ship, so extra Speed-Ups will come in handy to fight the suction.

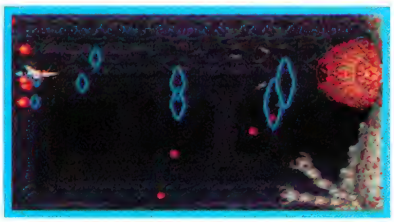
TENTACLE TRACTION

Long tentacles emerge from some pods and reach for the Viper. They can sense its location. Dodge quickly past them, staying just at the right edge of the screen.



PLANTOID

Extra Speed-Ups and the Force Field come in handy while battling the Plantoids powerful suction and seed attacks.



SUPER CODES PART II

CREDIT UP

You increase the number of Credits, or game plays, by rapidly pressing the X Button when the Title Screen is showing. Press X repeatedly and the number of Credits increases, then press Start before the Title Screen goes off. You can get up to seven Credits in this manner.

RANDOM OPTIONS

Increase the radius of the Rolling Option by pressing the A Button when the R. Option is activated and the Power-Up light has built up to the R. Option again. The wider radius spreads the Option attack, making it more effective.

SUPER R-TYPE

Fly Your R-9 Fighter Into Battle

Super R-Type is a galactic warrior's dream come true! The people at Irem continue their winning ways with R-Type for the Super NES. "R" you ready for the challenge?

SEQUEL TO THE ARCADE CLASSIC FOR YOUR HOME!

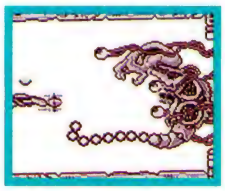
The graphic detail in Super R-Type is nothing short of fantastic! The backgrounds are extremely unique and complex. The enemies are intense and well defined. The definition comes from the Super NES's high resolution, immense color palette, and its ability to display a multitude of colors on the screen at the same time. This side-scrolling shooter is so appealing that you will want to keep playing just to see what comes next. Super R-Type should certainly be a part of your wish list if not already a favorite in your Super NES library.

● ARCADE

IREM's Arcade version of Super R-Type was distributed by Nintendo and was a huge hit at gaming galleries.

● GAME BOY

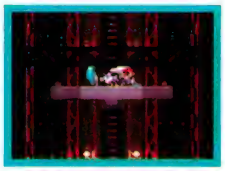
The ultimate hand-held challenge. Super R-Type features some of the best Game Boy graphics ever.



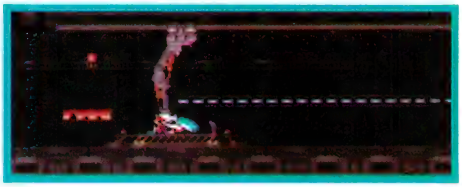
The Super NES version features four different difficulty levels: Novice, Easy, Normal, and Hard. Don't be fooled by the Novice and Easy levels, they are very challenging.

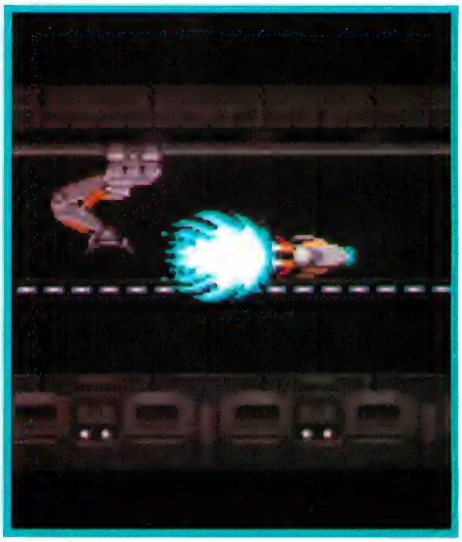
RETURN OF THE BYDO EMPIRE

The Super R-Type story takes place many years after the original R-Type mission was flown. Bydo was destroyed, but now the technologically advanced Bydo Empire has rejuvenated itself through a complex cloning process and is gaining power throughout the galaxies. Your home planet is now being threatened. Multiple waves of Bydo enemies will be dispatched in each of the seven stages of Super R-Type. Are you and your R-9 Fighter Ship ready for the ultimate mission?



Enter the R-9's cockpit as the elevator lift takes you up to the launching tube. It's time for battle!





The launching tube claw will bring you up to speed as you exit the mothership.

TM&© 1991 IREM

POWER-UP YOUR R-9

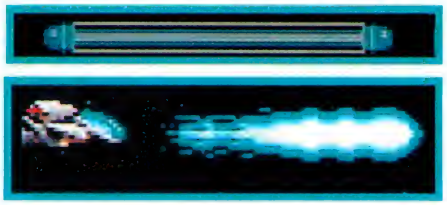
A fully powered-up R-9 Fighter is an awesome fighting machine. There are places in certain stages where you won't even need to fire any shots to defeat the enemies.

REGULAR SHOT

Use the Y or X Button to shoot regular shots. Hold down for rapid fire.

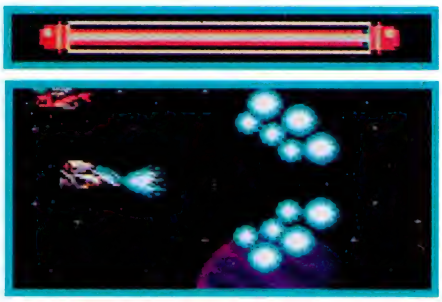
ENERGY SHOT

Hold B until the meter turns fully blue.



SUPER SHOT

The most powerful shot. Hold the B Button until the meter turns orange and flashes.



WEAPONS AND POWER-UPS

At certain places in each level, a Power Armor will enter the playfield. They contain the Power-up items, but you must first shoot them to get their helpful cargo. A Power Armor can crash into your R-9 Fighter as well, so get them as fast as possible. When a Power Armor is destroyed, an Item Pod will remain. Touch the Item Pod to access the weapon or "Other" Power-up item. The Force Unit will enter from the left side of the screen.

POWER ARMOR

These round helpers are usually flying right to left, but they can also be hopping around on the ground before they take off.

REFLECT LASER

This is a good weapon for flying enemies and enemies on the ground. Three lasers shoot out of the Force Unit.

SKY ATTACK LASER

A great weapon for flying enemies. It will allow you to easily cut a swath through a wave of enemies.

GROUND ATTACK LASER

Excellent in Stage 4. Beams shoot off to the top and bottom then run left to right while destroying enemies.

SPREAD LASER

Allows you to shoot an arc of fireballs. Not ultra-powerful, but it is very good with small flying enemies.

SHOTGUN BOMB

A short range weapon which drops to the ground and damages enemies around the area of impact.

OTHER ITEMS

Speed units, MK-1 Homing Missiles, Spread Bombs and Pits are other special items which help you along the way.

HIDDEN COMMANDS

A true R-Type master will be able to complete every stage in all levels. However, Super R-Type can get very complicated and intense in the latter stages, so we are including some helpful tips for getting fully powered-up weapons and a stage select code to easily access higher levels. Use these to sharpen your skills on the more difficult stages.

STAGE SELECT

At the title screen, press the R Button once, then press Up 9 times. At this point you will hear a sound. Start the game. Press Start to pause the game. Press the R, A and Select Buttons at the same time. A number will appear in the lower left corner of the screen. Press Up or Down to choose a stage.

FULL POWER-UP

Press Down, R, Right, Down, Right twice, Down, Right, Down twice, and Start. Pause the game then press R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right twice, then R, A and Start at the same time.

LASER

A–SKY ATTACK LASER
B–GROUND ATTACK LASER
X–REFLECT LASER
Y–SPREAD LASER
R–SHOTGUN BOMB

MISSILE

A–CHASING MISSILE
X–ANTI-GROUND MISSILE

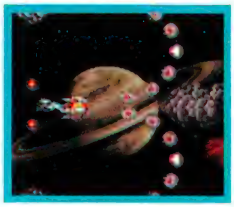
STAGE 1

GALACTIC SPACE

Stage 1 allows you to practice and hone your space fighting skills and shows you a wide variety of the types of things you'll encounter throughout Super R-Type. There aren't very many Power-Up items offered here, so make sure you get any that do appear. It has two relatively difficult enemies, but everything else (including the Boss) should be fairly easy to deal with. Good luck on your newest mission . . . you'll need it!

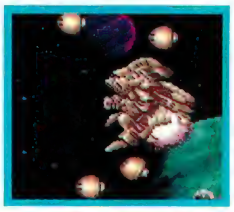
CIRCLING GUNSHIPS

A perfectly timed, well-placed Super Shot should be able to take out every gun in each circle. This obstacle occurs right after the mine field.



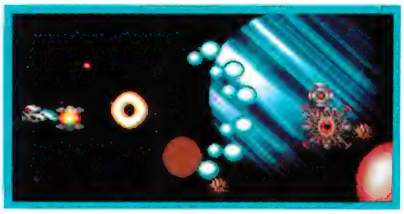
LASER-TOTING ROBOT

This big guy shoots a deadly pinkish-purple laser and enters from the top of the screen. Wait at the bottom while charging up a Super Shot to destroy him.



BOSS: ILLUMINATOR

This Boss circles the edges of the screen. Charge up a Super Shot and nail the Illuminator.



STAGE 2

ALIEN RUINS

Stage 2 starts off much the same as Stage 1, but that's where the similarities end. The enemies are tougher here, so you'll want to make sure your R-9 scoops up all Power-Up items it encounters. Getting all Power-Up's is a general rule for any stage.

① SNAG THE POWER-UPS

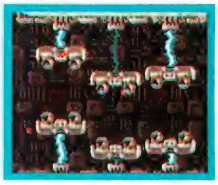
A couple of Power Armor's will appear in the first section of this stage. Make sure to get both of them.

② SHOOT FAST!

These characters are difficult to destroy if you don't have any special weaponry. Their missiles are invincible.

③ BLAST THE TURRETS

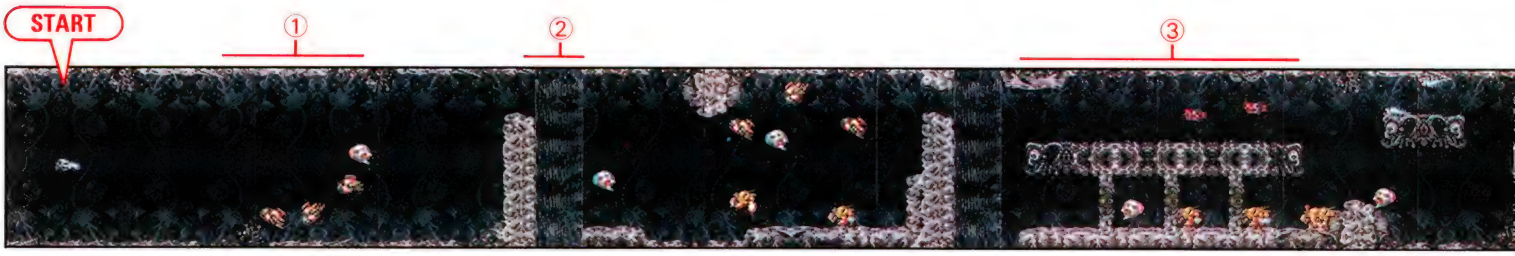
Make sure to quickly destroy all of the gun turrets located on the moving platforms. Carefully maneuver through the platforms.



STAGE 3

THE CAVE

Stage 3 gives a player a taste of the sound capabilities which the Super NES can deliver. You could fall asleep to the music in the first part of the stage, but don't let that fool you! The waterfalls are cool.

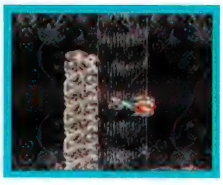


① CRAZY GOLDFISH ROCKETS

The gold rockets are deadly! They are invincible to everything except the walls. Shoot them early to disable their engines.

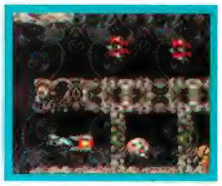
② WATERFALLS

The waterfalls won't damage your ship, but they will change the course of it. Pay special attention to your ship's location.



③ TWO ROUTES

There are no Power-Up items in the upper route. Take the lower passage and blast through the walls to get the items.



GALACTIC POWER!

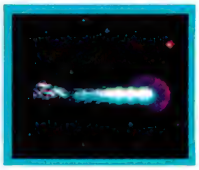
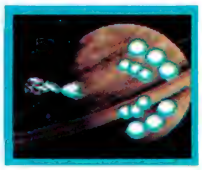
The firepower capabilities of the R-9 Fighter are astounding. The Force Unit is one of the first Power-Up items you will encounter and it is the essential building block for the R-9's upgraded weaponry. The Bydo Empire realizes that the R-9 is a formidable foe, so they will dispatch many of their Fighters to stop your progress.

● POWER POD USE

You can attach the Force Unit to the front or rear of the R-9. Release the Force Unit by pressing the R or A Button. Simply reattach the Force Unit by running into it again. You will usually attach the Force Unit to the front, but it can serve you better in the back at times.

● ENERGY SHOT VS. SUPER SHOT

You can build up an Energy Shot in just a few seconds, but building up a Super Shot will take twice as long. You'll have to make the decision whether you should blast an enemy with a couple of Energy Shots or take the extra time to go for a Super Shot while dodging the enemies.

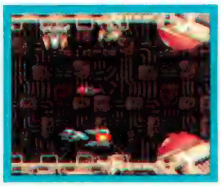



⑤ GO FOR THE SUPER SHOT

Most of the larger enemies, like this Laser-toting Robot, will require several Energy Shots or a well-placed, close proximity Super Shot to be destroyed.

④ DEFEAT THE CORE

If you blow up the upper and lower domed cores at the end of this segment, the enemies will stop coming out.

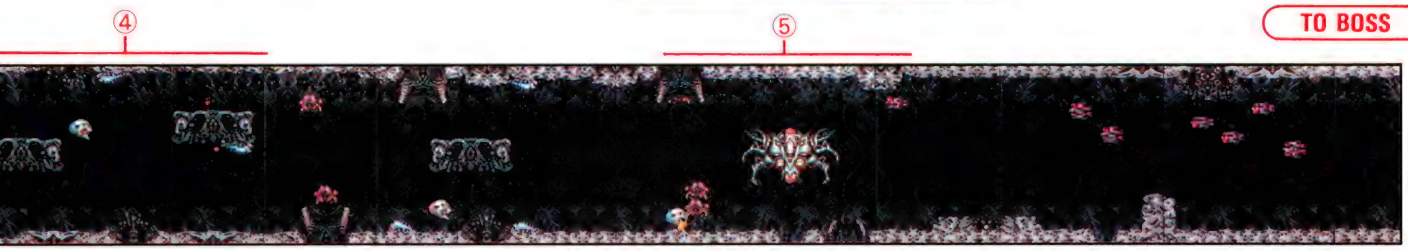


BOSS: ZABTOM

This bad dude takes up the whole right half of the screen! Build up a Super Shot and let it fly when the hatch in his mid-section opens. Immediately after firing, move out of the way so your R-9 doesn't get toasted. Watch out for his lasers!

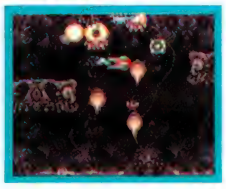
⑤ ONE TOUGH HOMBRE

This big enemy can be tough if your ship is not powered up, but at this point it should be. A good blast with a Super Shot will be your best offense.



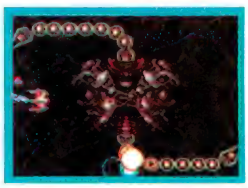
④ DIFFICULT SECTION

This area can be the most difficult section of the stage. Keep your finger down on the fire button at all times!



BOSS: INEXSIS

This Boss is relatively weak, but will chase you. His weak spots are small, so home in on them. It may require several Super Shots to finish him off. Make sure you are recharging the Super Shot as soon as you fire off the first round.

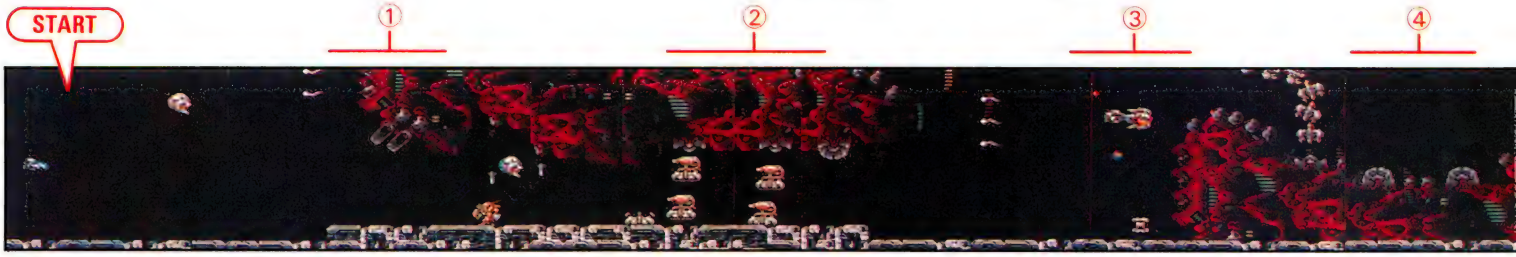


STAGE 4

BATTLESHIP MK 1

You've come across a gigantic Bydo Empire mothership and it's heavily armed! The object of this stage is to make it to the front of the ship and then get inside of it to face the Boss.

There are a lot of small enemies to deal with in this stage. Gun turrets are everywhere and you'll have to dodge their fire. Bombs will come in very handy.



① INVINCIBLE ENEMIES

Attack of the killer tadpoles! Do NOT get in front of these—they will penetrate any of your weapons with ease. Time your moves.

② DESTROY THE HATCHES

If you detach your Force Unit in this area, it will take out the enemy hatches with ease. The gun carts will then cease to come out.

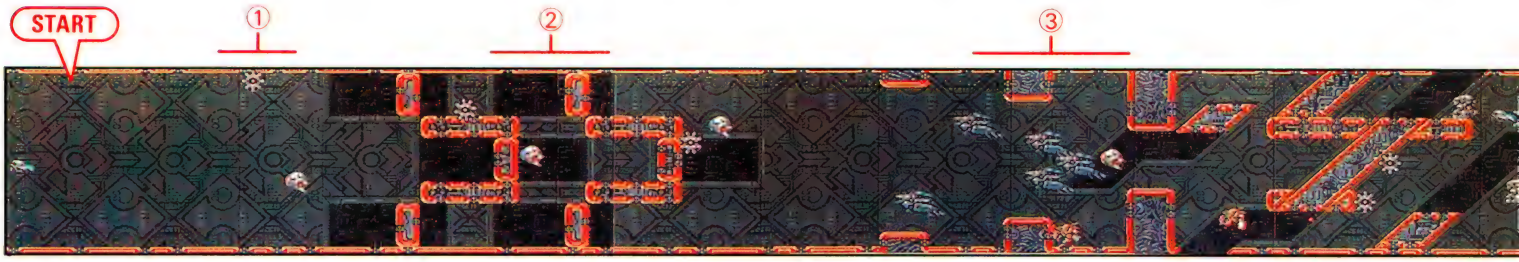
③ USE SUPER SHOTS

Do some damage! If you build up a Super Shot and aim for the center of the tadpole cluster, you can take out all three guns.

STAGE 5

MINING FIELD

The Mining Field features walls which move vertically, horizontally and diagonally. There are routes which, if taken, will leave you and your R-9 trapped to be squashed by immoveable walls. Overall, the best route to take is the upper route. The action is fairly slow in this stage.

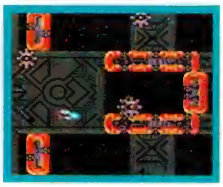


① USE ENERGY SHOTS

The chain of circular wall crawlers will break up, change color and spin out of control when hit once. Keep your distance.

② WATCH THE MOVING WALLS!

The walls will act as traps if you take the wrong route. Stay to the top.



③ TOUGH CHARACTERS

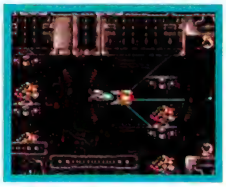
The small blue gunships will obliterate you if you're in front of their gun. Build up a Super Shot to take one or two out.

THE BATTLE CONTINUES!

The final levels of Super R-Type feature some of the fiercest fighting action any shooter has to offer. You'll have to be lightning-quick on the controller if you want to survive at this level of play. You'll have to negotiate complex terrain in the Recycling Plant, but Bydo's Lair is pretty much wide open. Bydo's Lair contains hundreds of enemies, though!

STAGE 6: ENEMY RECYCLING PLANT

This is the place where useless robots go to die. New fighting droids and gunships are also manufactured here. There are a lot of medium-sized enemies in the level.



● BOSS: RECYCLER

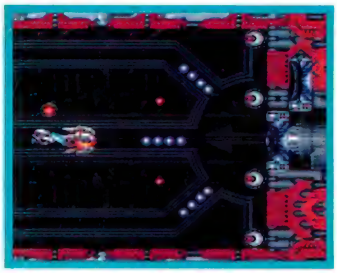
The Ground Attack Laser will make short work of this Boss. Position the R-9 directly under the Recycler and aim for the red protrusions.

⑥ TAKE OUT THE TURRET

Here come the tadpoles again. Use a Super Shot or run your Force Unit into the guns to take them out right after they've been fired.

BOSS: PRISONER

Three or four Super Shots to the center should be enough to take out the Prisoner. Avoid the reflecting beams that emanate from the Prisoner's center and move to the upper left corner to avoid the shrapnel fired from the top side of its cannon.



④ GET SPREAD BOMB

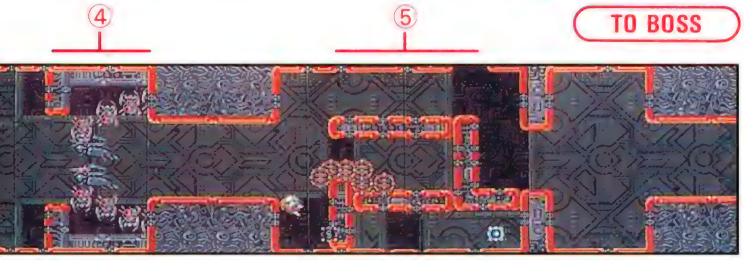
A Power Armor will appear and may leave a spread bomb in this location. It's an outstanding item to have in this area.

⑤ DETACHING THRUSTERS

The thrusters will shoot a blue flame which can destroy your R-9. They can't be destroyed—just avoid them.

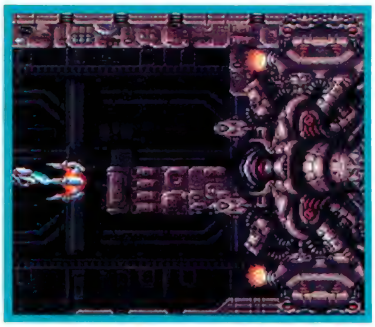
⑤ TAKE THE HIGH ROAD

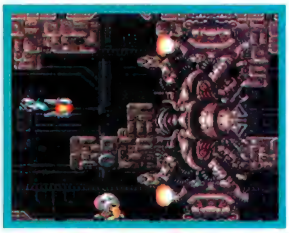
The movement of the walls will trap and crush you if you try to take the lower route. It may not seem like the right choice—but it is.

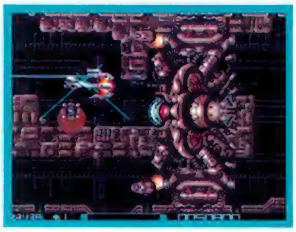


BOSS: RIOS

Keep your right thumb down on the B Button at all times for this Boss. The screen scrolls quickly from right to left and the hardest thing to do is avoid the walls as you chase behind. It will take several hits with Super Shots to defeat Rios.

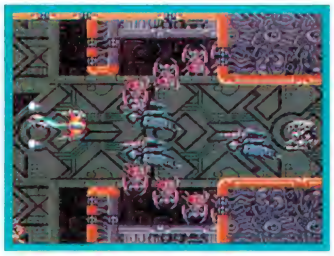






④ MULTIPLE ENEMIES

Release the Force Unit in this area to take out as many enemies as possible. Watch out for enemies which approach from the rear! Don't go for the "decoy" Power Armor in the lower route—you could get trapped and smashed by the walls.

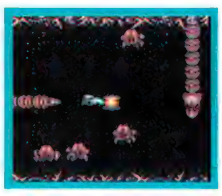


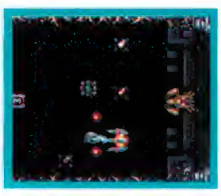
STAGE 7: BYDO'S LAIR

This final stage is very difficult. There are multiple enemies which come at you from every possible direction. You'll first encounter brownish crab-like creatures who move quickly and then you'll come up against armored, segmented, flying snake-like enemies which swoop around the screen. Next, you'll encounter yellow lobster-like creatures which fly right to left. They will take a couple of hits before being destroyed.

● ENEMIES GALORE!

Stage 7 features the most enemies of any stage. If your R-9 doesn't have fully powered-up weapons, you could be in deep trouble because you're definitely going to need all the help you can get. Especially helpful items are Pits. They will help protect your Fighter from attacks which come at you from the top and bottom.





● BOSS: WOOM

Four ally Fighter Ships are trapped by Woom. Use Super Shots to get to Woom's core, but avoid the blue lasers which bounce around.

U.N. SQUADRON

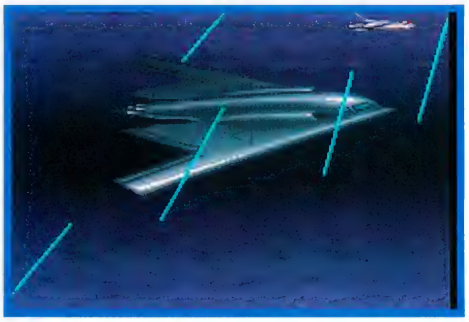
Soar To Victory Over Evil Forces

Take off for an adventure in aerial combat! Your home base is surrounded by enemy forces and only you can save the day with good planning and superior fighting skills.

ARCADE ACTION ON THE SUPER NES

Capcom's Super NES translation of the arcade hit, U.N. Squadron, puts you in the pilot's seat of a high tech fighting jet. Your mission is to destroy an army of evil forces before they converge on your home base. By blasting enemy vehicles, you can add to your flight account and buy better jets and more spectacular weapons for the battles ahead. Once you have a jet in your fleet, you can use it whenever your mission calls for its own special features. They range from the heat-seeking Phoenix Missiles to the enemy-clearing Mega Crush. The incredible side scrolling action of U.N. Squadron is presented with big, bold graphics and awesome sound.

If you are victorious, you'll earn enough dough to buy better weapons and jets.



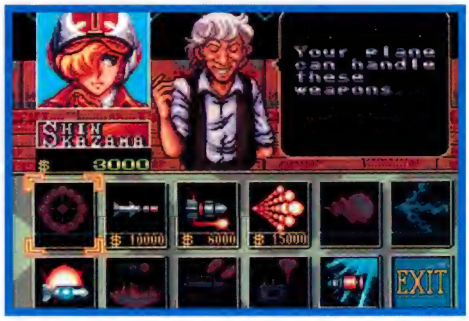
The first military mission for the Super NES features huge enemy hardware and amazing visual effects.

■ AREA 88 NEEDS YOUR HELP

For several months, a ruthless army has occupied the kingdom of Aslon. Area 88, a base which houses some of the world's finest pilots, is the only part of the country that has not yet fallen into enemy hands. Now, the enemies are going after the base in a big way and you've got to stop them.

You have $3,000 in your flight account with which you can use to purchase weapons, and an F8E Crusader. Your first mission is to destroy the front line base. Take care of it and you'll be able to attack the rest of the forces with your own agenda.

Commander Saki shows you the position of enemy attackers and gives you special advice.



Your crew chief, McCoy, will provide you with any weapons that your plane can carry.

■ ENLIST A PILOT

You must choose one of three brave pilots to carry out the mission. They each have strengths which help them survive enemy attacks, even when the odds aren't in their favor.

● SHIN KAZAMA

Shin is able to increase his power level faster than any other fighter on the base.

● MICKEY SCYMON

This San Francisco native can handle any weapon with speed and accuracy.

● GREG GATES

Greg demonstrates an ability to repair his jets with speed and efficiency.

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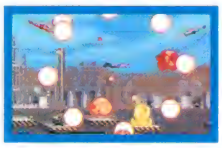
SPECIAL WEAPONS ARE ESSENTIAL

You'll begin with the A Cannon and $3,000. You can use the money to buy special weapons systems and save the really big weapons for your confrontations with enemy leaders.

Ⓐ CLUSTER



The Cluster fires shots in all directions, acting as a shield around your plane.

Ⓑ PHOENIX MISSILE

These heat-seekers are great to use when enemies are coming from all directions.

Ⓒ FALCON MISSILE

A specialty of A10A Thunderbolt pilots, Falcon Missiles fly close to the ground.

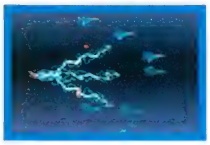
Ⓓ BULLUP

The five missile forward attack of the Bullup is very useful against air targets.

Ⓔ SUPER SHELL

F14D Tomcat pilots often use this weapon against battalion leaders in air fights.

Ⓕ THUNDER LASER



The Thunder Laser emits a lightning-like charge for a high voltage attack.

Ⓖ BOMBS

Bombs can be carried by most jets and are an effective way to fight ground forces.

Ⓗ NAPALM

By unloading Napalm, you can take care of several enemies on the ground at once.

Ⓘ GUNPOD

This gun fires up and out at a 45-degree angle and is perfect for low fliers.

Ⓙ SAILING MISSILE

Sailing Missiles fire straight up from your aircraft, three at a time.

Ⓚ MEGA CRUSH

This super powerful weapon showers the screen with laser-like blasts.

COMPARE CRUISERS

Jet speeds are rated from A to D, A being the fastest. High fire power means that a jet can acquire more weapon strength.

● F8E CRUSADER

FIRE POWER 5
SPEED CLASS C
FIRST JET

● F20 TIGER SHARK

FIRE POWER 5
SPEED CLASS B
$100,000

● F14D TOMCAT

FIRE POWER 5
SPEED CLASS A
$300,000

● A10A THUNDERBOLT 2

FIRE POWER 3
SPEED CLASS D
$350,000

● YF23 STEALTH RAY

FIRE POWER 6
SPEED CLASS B
$500,000

● F200 EFREET

FIRE POWER 7
SPEED CLASS B
$1,000,000

WEAPON HOLDS

	A	B	C	D	E	F	G	H	I	J	K
F8E CRUSADER	3						50				1
F20 TIGER SHARK		20	20	10			50				1
F14D TOMCAT	10				10	10					1
A10A THUNDERBOLT 2			30				50	10			1
YF23 STEALTH RAY		10	10						10	50	1
F200 EFREET	10	30	30	20	20	20	50	20	20	50	2

TRUCK STOP

As a money making bonus, you can choose to battle the green trucks on the briefing room map and earn an additional $20,000. Your jet enters a canyon where supply trucks are trying to make their way to enemy headquarters. You'll have 40 seconds to destroy the vehicles before you run out of fuel. If you're successful, the cash will be added to your flight account so that you can buy more weapons.

Destroy the convoy and fly away with a bonus to spend on weapons and jets.

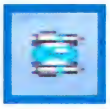
POWER-UP ON THE FLY

By destroying orange enemy vehicles, you'll make special items appear which will aid you in your base defending mission. Every item has different powers.

● ORANGE POWER-UP

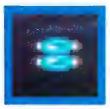
This item helps increase the strength of your Vulcan Cannon.

● BLUE POWER-UP



Blue Power-Ups are three times as effective as Orange Power-Ups.

● FUEL TANK



Tanks replace some fuel that has leaked from your fighter.

● WEAPONS RACK

This powerful item adds strength to your special weapons.

● YASHICHI

Collect the Yashichi and your fuel tanks will fill up completely.

● MECH

One touch of the floating Mech blasts all of the enemies in the area.

● STAR

Your flight account will receive $5,000 when you come across a Star.

● UNICORN

The symbol of the U.N. Squadron surrounds your craft with a shield.

FLY FORTH TO VICTORY

You'll encounter a total of ten enemy battalions in your fight for freedom. They are spread across four large areas which you will be able to access one by one. Three of the enemy battalions are mobile and the others are stationary. Every time that you play the game, you'll go after the front line base in your first mission. After that initial battle, you can choose to fight any other forces within range. The missions are presented in this review in a suggested order. In the later missions, you'll benefit from having advanced jets and weapons which you can purchase once your flight account increases.

You can choose your own battle plan after the first fight.

MISSION 1

FRONT LINE BASE

This first mission will ready you for the battles to come, as there are plenty of Power-Ups and opportunities to add more money to your flight account. Buy the Cluster or Bombs with your initial $3,000 and try to save most of their power for your fight with the tank at the end.

① GROUND THE ENEMY

The enemies on the ground will cause the most trouble in this mission. Swoop down when you have a chance and take care of them with your Vulcan Cannon. When tanks come in from the left side, let them move into the scene at least the length of your fighter, then drop and attack.

② MECH DOES THE TRICK

There are cannons on the ground in this area that are capable of firing 12 shots at once, two at a time. Wait until they're on the screen, then grab the Mech and you'll take care of every enemy in the immediate area with a single move. If you come across more cannons, fly low and fire.

SCRAP THE TANK

While the Tank seems to take damage wherever you hit it, the blue beacon at the top of its base is its weakest point. Stay under the tanks cannon and avoid the shots, then move up and target the beacon. Victory will earn you $50,000.

MISSION 2

ENEMY AIR FORCE

Once you've destroyed the Front Line Base, there will be at least four enemy targets within your range. Since the enemy air force will be on a collision course for Area 88, it's a good idea to take on this high-flying battalion of jets before they attack your base and you have no choice but to fight. While you're racing through the clouds, stay near the center of the screen and try to take on every fighter as it comes. If you destroy whole groups of orange enemies, you'll earn valuable Power-Ups.

ANCHORS AWAY

The huge jets that you'll encounter in the middle of this stage send back durable weapons that bare a striking resemblance to anchors from a ship. Since these sharp items drop slightly before they barrel back, you can avoid contact with them by following the big jets very closely. Then fire rapidly to blast the jets.

SILENCE THE STEALTH

While you can't pick up the Stealth on radar, there's no missing this giant machine when it flies up behind your jet. Stay in the upper right area of the screen and hit the Stealth with a massive Bomb attack. Then get behind it and finish it off with your Vulcan Cannons while you avoid its missiles.

MISSION 3

WOLFPACK

You'll take on the members of the Wolfpack in a dramatic setting of blue sky and clouds which scrolls up and down, as well as right to left. The Wolfpack is a band of renegade fighters who have been hired by the enemy to destroy Area 88. These jets don't seem to have a set flight pattern like the fighters in the enemy air force. They just lock onto your position and attack. If you can afford a jet with Phoenix Missile capabilities, you should be prepared for ambushes.

DOG FIGHT

If you're flying the F20 Tiger Shark, you'll find that Phoenix Missiles are useful against unpredictable fighters of the Wolfpack. Use the missiles sparingly. You can only carry 20 of these heat-seekers and you've still got to take care of the Wolfpack leaders.

BITE BACK

It pays to have Phoenix Missiles and the Mega Crush when you're going after the fast-flying leaders of the Wolfpack. Stay on the left side of the screen, pelt them with an immediate Mega Crush attack to weaken them, then finish them off with Phoenix Missiles or your Vulcan Cannon.

MISSION 4

SEAVET

When you meet the Nuclear Sub known as Seavet, you should keep an eye open for dangerous air attacks. Seavet employs a battalion of fighters and also fires Missiles which explode in the air and shower down in pieces. It pays to have a fast jet here, so that you can avoid enemy attacks quickly and efficiently.

When the Seavet surfaces just off the coast, go in for an attack.

AIRBORNE ATTACK

After the Seavet dives, air forces blast through the area. These jets should be your focus of attack. Stay on the left side of the screen and open fire as soon as you see them. You should be able to take care of the jets before the Seavet emerges again.

SINK THE SUB

Bombs are a useful item against the sub, as is the Mega Crush and any other weapons system that can blast enemies from above. Don't fire at the Seavet Missiles as they're launching or you'll get tagged by the debris. Just avoid them and concentrate on hitting the Seavet itself.

MISSION 5

GROUND CARRIER

An enemy Aircraft Carrier has somehow been transported to the middle of the desert where it has been surrounded by a strong complement of ground forces. If you can afford the A10A Thunderbolt at this point, you'll find that the jet's Falcon Missiles and Napalm are very useful against the tanks and guns in the area.

① CRUSH THE 'COPTER

When you're facing off with the huge Helicopters that precede the Carrier in this area, be aware that they have Missile capabilities. If a 'copter launches these powerful explosives, concentrate your fire on the Missiles or take evasive action. Then hit the 'copter before it fires off another Missile.

② BLAST 'EM ALL

You can make a Mech appear in the shadows of a large rock in this area by hitting enemy under the rock with Vulcan Cannon shots. Once the Mech appears, wait for a large number of enemies to show up, then hit the Mech and blast 'em!

MISSION 6

FOREST FORTRESS

The ground blasting weapons systems of the A10A Thunderbolt will be a definite asset when you try to uncover hidden enemy hardware in this heavily forested area. Hit the trees with Bombs and you'll ensure that the hidden enemies don't surprise you.

① DON'T GET BURNED

A man-made volcano spews forth giant flames in this area. Try to fly by the volcano while its flames are low or target the base of the volcano and blast it into smithereens with your powered-up Vulcan Cannon. You can do it!

② CLOSE THE HATCH

There's a huge device in this area which opens up and fires Missiles in several directions. Hit it with a barrage of Missiles, Bombs and Vulcan Cannon shots to blast it out of existence or try to fly by quietly and watch the flight of the Missiles carefully. You should be able to avoid Missile contact if you keep your distance from the device.

④ CLEARCUT FOR POWER

You'll find ground forces hidden throughout this mission in the thick foliage of the forest. Try to blast away the trees whenever possible and you'll smoke out these enemies before they can cause harm. There's also a Unicorn in the woods, in the area just ahead of the fortress. Uncover this valuable item with ground blasting weapons, then swoop down and collect it to create a shield around your jet. While you're protected by this great defensive device, you'll be able to take three direct hits without losing energy.

FIRE ON THE FORTRESS

The Forest Fortress is armed with Missiles and Cannons. The only way to destroy this battery in the boondocks is by taking out its weapons systems. Avoid the airborne explosives as much as you can and fire on the fortress with everything you have.

③ RACK UP THE WEAPONS

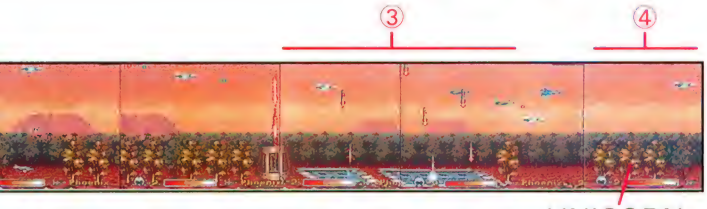
There's a Weapons Rack out in the middle of nowhere in this stage which will surface if you hit the right space with Vulcan Cannon shots. Fire rapidly in the area indicated on the map and the Weapons Rack will appear. This valuable Power-Up affords additional power to the weapons systems that you've purchased for your aircraft. Collect it and use the additional special weapons power to go after the Ground Carrier.

CARRIER COLLISION

The Ground Carrier rolls into the desert bent on destruction. It is armed with several Missile Launchers and a huge Cannon assembly which pops out of the deck, firing shots in several directions. This weapon is the Carrier's weak point. Hover over the deck and, as soon as the Cannon emerges, hit it with Bombs, Napalm and anything else that you can throw at it.

③ MISSILE MALFUNCTION

While it may not seem likely, the huge Missile Launchers and Cannons which precede the main fortress mechanism can be destroyed. Fly low and hit them with shots from your Vulcan Cannon or stay high and pelt them with Bombs and Missiles. If you can take care of the armaments on your approach, you won't have to worry about being hit from behind while you're passing them.



■ MISSION 7

BATTLESHIP MINKS

If you're flying the Tiger Shark, Stealth Ray or Efreet, make sure that you purchase Phoenix Missiles for this battle over the sea. These powerful weapons will be useful against the Minks and the small battleships before it.

BLAST AWAY

Phoenix Missiles and the mighty Mega Crush should be your weapons of choice in this battle. Avoid the Minks' Missiles and fire away!

■ YOU'RE CLOSING IN ON PROJECT 4!

Your last three missions will occur in a canyon and in two huge caverns. By now you should be able to afford any aircraft that you need. If you haven't moved up to the F200 Efreet, you'll find that the abilities of the speedy F14D are very suitable for the challenges ahead. At $300,000 this plane is quite a bargain. Of course, if you can afford it, nothing can beat the power and weapon capacity of the Efreet.

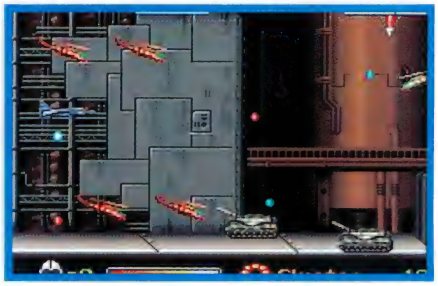
● MISSION 8 THE CANYON

The speed and forward blasting weapons of the F14D Tomcat are very useful in this mission. Try to survive massive enemy attacks.

● MISSION 9 CAVERN 1

Maneuverability is tight in the first cavern. Fly through with a fast jet so that you'll avoid the walls in narrow passages.

● MISSION 10 CAVERN 2



Your last challenge is to stop the evil forces at their source; the Project 4 Fortress.

LEGEND OF THE MYSTICAL NINJA

Humor And Heroics In The Far East

Join the heroic team of Kid Ying and Dr. Yang as they unravel a story on the lighter side of mystical adventure in the towns and temples of Ancient Japan from Konami.

TWICE THE FUN

Two warriors are better than one. Kid Ying and Dr. Yang work together to defeat the enemies that have taken over the land. As they travel from town to town, they'll discover clues that lead them to the source of the trouble.

KID YING

DR. YANG

PIGGYBACK PLAY

When one character kneels down, the other one can jump onto his back and go for a wild ride.

TWO ANGLES

There are two types of views in the game, depending on the setting.

While Kid Ying and Dr. Yang run through villages for clues the action is shown in perspective.

Big battles occur in the standard two-dimensional, side-scrolling action view.

HEROES HIT THE HOT SPOTS

Some villages have establishments which you can explore for clues, items and entertainment. You'll need money in most circumstances. Defeat the evil villagers on the streets and you'll be able raise money by picking up the spare coins they leave behind.

FORTUNE TELLER

If the fortune teller sees good fortune in your future, you'll leave his hut and collect a sizeable amount of money.

SIDESHOW

This one's just for fun. Get a taste for the local culture in this high class establishment.

GAME SHOW

Answer several questions about the adventure correctly and you'll be crowned quizmaster.

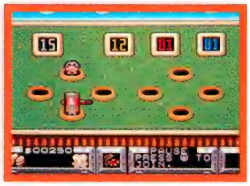
MYSTIC MAZE

If you take the right turns in the 3-D perspective Mystic Maze, you'll uncover some very valuable items.

LOTTERY

You may recover your initial investment, but your chances of winning a large prize in the lottery are rather slim.

CARNIVAL GAMES



A small prize can be yours if you demonstrate excellent dexterity in three different types of games.

ARCADE

The most exciting game in the arcade is an exact duplicate the first stage of the Konami classic, Gradius.

TM&© 1992 Konami Co., Ltd.

SMASH TV

Couch Crusaders Live On Smash TV!

You were a mild-mannered couch creature, now you're heavily armed and ready for action. It's Acclaim's game show of the future where your money and your life are on the line.

WHAT RULES?

Rules are for wimps. The only rule in this futuristic, cutthroat game show is that you've got to survive to collect your prizes. Studio mercenaries swarm after you and your partner in every room. Blast 'em and look for the exit.

● NUKE THE NETWORK STARS

Smash TV isn't for the squeamish. Pound the screaming maniacs then start looking for the big boys.

● GET ME OUTA HERE!

You've got important things to do, like wasting the final dude, if you can find him. Better keep track of your route.

TWO AGAINST THE WORLD

They say two heads are better than one, but two guns are even better. Grab your partner in prime (prime time, that is) and start blasting the sets. Cover each other and work together.

PRIME-TIME WEAPONS

It may seem like you're all alone under those bright lights, but the network programmers want to give you a fighting chance, so they've planted Power-Ups throughout the game. When you grab a Power-Up, you'll earn a shotgun, combat boots, missiles or other useful enhancements, but it won't last long. Make use of it while you've got it, then look for the next Power-Up.

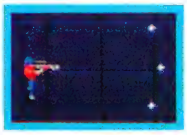
● BARRIER

Become an invincible super star for a short time with the Barrier. Enemy clubs and poor ratings will bounce off you like rubber.

● ROLLING BALL

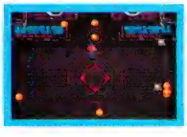
There is nothing to sphere but sphere itself. That's because the Rolling Ball crushes the opposition all around you.

● 3-WAY SHOT



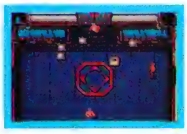
You'll love the smell of firebombs in the morning, especially when they spread out into a triple pattern of destruction.

● CRUSH



When the endless stream of Smash TV extras start getting you down, try cutting them all down at once with the Crush.

● 1-UP



Even the biggest star isn't totally immune to "cancellation." Collect 1-Ups to put off that day when you are pulled off the air.

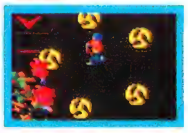
● COMBAT BOOTS

Stomp the visigoths back into the dark ages (the ages before total network deregulation) with these super speedy Boots.

● SHOTGUN

The powerful blast of the shotgun loses strength over distance. Use it to get up close and personal.

● ROLLING CUTTER



Sometimes you want to roll up and hide from the world. The closest you can get to that is with the defensive Rolling Cutter.

● MISSILES

Long ranging and highly explosive, the Missiles scream across the room and annihilate everything that gets in their way.

● KEY

Not all the doors will open once you've beaten all the bad guys in a room. Keys may come in handy to unlock stubborn doors.

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JOE & MAC

Just Another Busy Day For Early Man!

It's mesozoic madness as our paleolithic pals battle dangerous dinosaurs, terrible pterodactyls, and nerdy neanderthal neighbors. Incredible graphics and nonstop action.

IT'S A JUNGLE

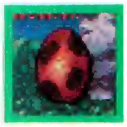
Before there was civilization there was Joe & Mac. With no cities, no pollution, no politics, and no taxes, life should be a picnic, right? Wrong! It's a jungle out there! You can set the game so that they help each other or compete for survival.

JOE **MAC**

Two cave dudes with the same abilities. Can they work together or are they doomed to extinction?

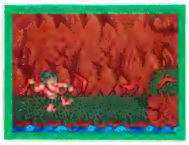
THESE EGGS HAVE PRIZES INSIDE!

Be sure to whack all the dinosaur eggs. They can have 1-Ups or weapons inside. They might also hold some nasty surprise, but hey, you can't evolve if you don't take risks!



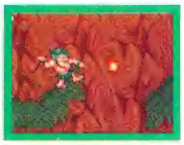
STONE AXE

The ultimate in high tech weapons systems, and probably the best all around. The axe can be thrown up as well as sideways, making it the best weapon against pterodactyls.



BOOMERANG

Another good weapon that can be thrown up as well as sideways. You have to wait for it to return before you can throw in a different direction, so it can slow you down.



FIRE ATTACK

Joe gets to try out his latest discovery. You can toast those pesky Neanderthals with one shot, but otherwise fire isn't too strong and the range is short.

STONE WHEELS

What is this newfangled invention? The wheel can take out several enemies at once, but it's heavy and can't be thrown.

CATCH A RIDE!

A touch will hurt, but if you jump on top just right, some critters will let you hitch a ride.

Some items are too hard to get no matter how high you jump. For these you have to catch a ride.

IT'S A DANGEROUS WORLD!

In the Stone Age, it seems like everybody is trying to cause the extinction of your species! Survival of the fittest is the name of the game.

NEANDERTHALS

Think your neighbors are bad? Joe and Mac's will always attack on sight! Three hits with any weapon should teach them to act civilized.

PTERODACTYLS

These pesky critters attack from the sky, but you can ride them if you're nimble. Some of them are friends and will take you to another area.

DINOSAUR

He's the Boss of the first stage. He's big, but he's a wimp. A good warm up fight.

TM&© 1991 Data East

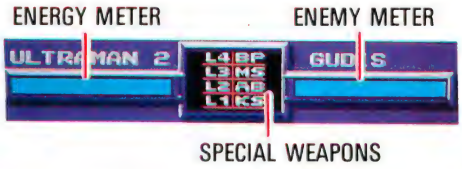
ULTRAMAN TOWARDS THE FUTURE

Meet The Monsters Of Future Earth

The ultimate hero, UltraMan, takes on gigantic, fearsome foes with the future of the planet hanging in the balance in an exciting one-on-one battle from Bandai.

BLAST OFF FOR BATTLE

UltraMan must conquer each of nine enemies in one-on-one battles of three minutes or less. Make sure that he keeps his stamina and that he takes advantage of his four special weapons.



FINISH THEM OFF WITH BURNING PLASMA

UltraMan can punch and kick your foes as much as you want, but the only way to make sure that they never walk the Earth again is by using the most powerful of Ultra-Man's special weapons; Burning Plasma. When the "Finish" signal appears, power up the Burning Plasma and fire! The enemy will vanish!

Pummel your opponent until the "Finish" message signals you to put an end to the battle.

Burning Plasma does the trick. This evil slime will never wreak havoc on Earth again.

A BATTLE OF NINE STAGES

UltraMan's nine nastiest enemies are touching down one by one. The fights get more fierce as you advance.

STAGE 1
GUDIS

STAGE 2
BOGUN

STAGE 3
DEGOLA

STAGE 4
BARRANGAS

STAGE 5
GUDIS II

STAGE 6
ZEBOKON

STAGE 7
MAJABA

STAGE 8
KODULAR

STAGE 9
KILAZEE

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PAPERBOY 2

Tackle The Daily Paper Delivery Challenge

Only the best paperboys and papergirls will be able to conquer this tough game by Mindscape. There are many difficult obstacles and lots of hazards along each route.

HOW TO PLAY

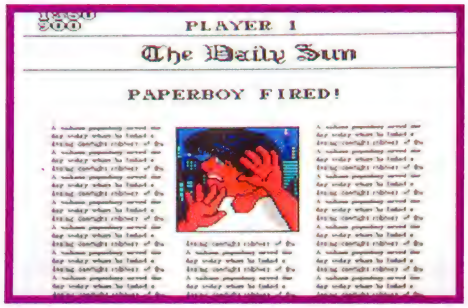
The object of Paperboy 2 is to deliver newspapers by throwing them into the mailboxes in front of each subscriber's house. This feat is easier said than done! It takes a great deal of practice and accuracy to rifle those newspapers into the mailboxes every single time. Be extra careful not to break the windows of subscribers' houses.

PAPERBOY

PAPERGIRL

The timing of your newspaper toss will depend on the speed of your bike and your distance from the mailbox.

GAME OVER!



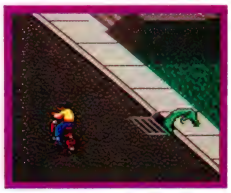
Don't get fired! The game will be over when there are no houses left to deliver papers to, or when you run out of Paperboys or Papergirls.

BEWARE OF NON-SUBSCRIBERS!

There are numerous hazards which can and will knock you off your bike if you're not careful. Most come at you from the sides, but some obstacles (such as cars) will come at you head-on. Let's take a look at a few.

Paper delivery experts will know exactly how to deal with automobiles . . . throw a paper at them. Some drive on the wrong side of the street!

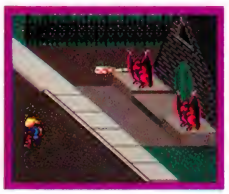
Runaway baby carriages will knock you over, but can be stopped with a tossed paper. Earn a reward for your valiant efforts.



Monstrous hands can reach out of sewer drains and manhole covers to try to make you crash. They are relatively easy to avoid.

Non-subscribers often have rabid dogs who will give chase if you come close to their territory. Whack 'em with a paper!

Can you believe this person? Cannons, a drawbridge and a moat?!? Speed up or use your brakes to avoid the cannonballs.



Fire-breathing statues are tricky. Prepare to fling a newspaper if you sense that a fireball may be headed your way.

BONUS STAGE

After the newspaper delivery route is completed, you will enter a timed Bonus Stage area. Avoid the cones and metal partitions and toss newspapers at the circular targets to earn bonus points.

Watch out for ponds, hay bales and other obstacles in the Bonus Stage because you can crash and lose a Paperboy or Papergirl Life here as well.

It's the same idea as in the Bonus Stage—throw the newspapers at the correct targets and don't run into anything!

TM&© 1991 TENGEN

HOME ALONE

Go Get 'em, Kevin!

Little Kevin McAllister is home alone. That's OK, he can handle himself! Help Kevin protect his family's belongings and rid the house of the Wet Bandits.

HOW TO PLAY

Kevin can hold up to six items in his backpack. When the backpack is full, he must stop by the laundry chute to send the belongings down to the basement. The number of treasures required to be deposited is different for each stage. A key will appear by the basement door when enough belongings are collected.

If Kevin takes three hits from the Wet Bandits he'll lose a life and you'll hear him scream.

The left icon shows the weapon you are holding. The number below the safe shows the amount of items needed. The number below the backpack tells you how many items you are carrying.

TWO SCENES FOR EACH STAGE

To every stage there are two sections: inside the house, and in the basement. Inside the house you must collect enough family belongings to meet the goal and also avoid the shifty Wet Bandits. Down in the basement Kevin must dodge and jump various bats and rats in order to get to the belongings which he has sent down the laundry chute.

Don't get nailed by the Wet Bandits while collecting your family's belongings!

You can't use any weapons in the basement. Run and jump over the rats and bats to reach the end.

Awright! Kevin comes through a winner! Now it's off to the next wing of the house.

FIND THE TREASURES QUICKLY

Some of the family belongings which Kevin must pick up are in plain sight, but most are hidden in drawers, cabinets or other inconspicuous places. Search all areas!

Got it! Kevin finds a jewel, but he had to search high and low for this one.

Some items appear to be easy to get, but always watch out for the Wet Bandits or other traps.

QUICK TIP

By holding Up and Right or Up and Left, Kevin can search drawers and cabinets as he runs past.

This trick comes in handy. Use the special searching technique to find lots of hidden items.

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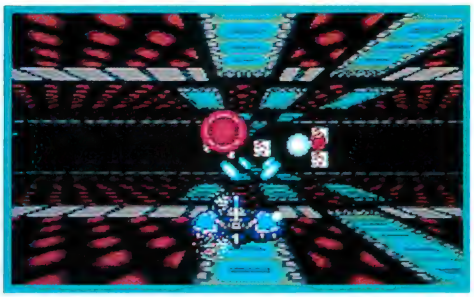
HYPERZONE

Fly Through Future Worlds

The asteroid belt between Mars and Jupiter must be cleared for colonization. Speed through eight alien-infested zones and make them safe for mankind.

■ BLAST OFF!

You'll meet your enemies head on in this thriller, with only a fraction of a second to react.



■ TRADE UP

As your score increases, you'll be rewarded with new, more powerful ships. Keep shooting for the BM 4 Reform.

BM 4

H Wing

P-7

RW 91

X 003

BM 4 Reform

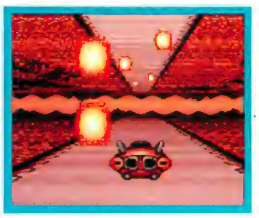
■ MAKE YOUR WAY TO HYPERZONE

Every area in the asteroid belt has its own unique setting and enemy creatures. You'll learn how to defeat your enemies on the run. Keep blasting and set your sight for the ultimate goal: Hyperzone.

● AREA 1 MATERIAL FACTORY

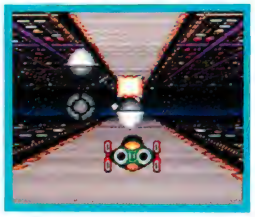
The colorful tiles of the current capitol may distract you from enemies. Concentrate and try to blast the aliens before they have you in their sights.

● AREA 2 BLAST FURNACE



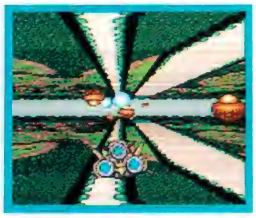
This land of molten matter is bubbling with danger. If your ship wasn't heavily insulated, you'd never make it through alive. Get set for a hot one!

● AREA 3 OLD CAPITAL



Heavy pollution drove out the inhabitants of this once thriving city. Now only the mutants remain. Send them packing with laser blasts.

● AREA 4 GRASS LAND



Biological nightmares make your flight through this green world anything but a peaceful nature walk. You'd better brush back the foliage here.

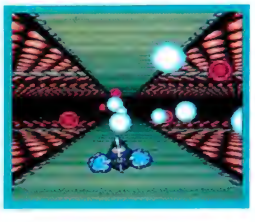
● AREA 5 RIPPLE FIELD

This strange stretch of space is all that remains from an alien colony which vanished. Try to make sure that the same thing doesn't happen to you.

● AREA 6 NEO MEGALOPOLIS

The crowded city of Neo Megalopolis is crawling with evil creatures who aim to take over the asteroid belt. It's up to you to change their plans.

● AREA 7 BIO PLANT



Experiments in genetic technology in this area have created unpredictable energy patterns and organic mutants. Watch for weird creatures.

● AREA 8 HYPERZONE

Only the most advanced ship and skilled pilot will be able to survive the incredible challenges of this highly advanced stage. Good luck!

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PIT FIGHTER

The Arcade Game Comes To The Super NES

Pit Fighter uses the same scanned animation effects from the arcade version. Realistic graphics together with difficult play action make this a tough game to beat.

FIGHTING TIME

Select the fighter who works best for you. They each have their own abilities. All commands have different results with different fighters.

BUZZ

The biggest and strongest. His specialties are the head butt, the body slam and the pile driver.

TY

An agile ex-kickboxer, he likes the Spin Kick, the Flying Kick, and the Roundhouse Kick.

KATO

A highly ranked black belt who wrote the book on speed. Try the Combo Punch, Flip Kick, and Backhand.

LEARN THESE MOVES

Five moves are shown here, but there are a lot more available. Be sure to try every combination of A, B, and X. A command will cause different moves depending on the fighter being used and the situation he's in.

KICK

Hit the X or L Button. Like your Punch, your type of kick depends on the distance to your opponent.

ROUNDHOUSE KICK

This is Ty's specialty. It's hard to get it to work, but when it does no one can beat it.

PUNCH

Push A or R. The type of punch delivered will depend on the distance from your opponent.

BODY SLAM

Buzz uses this special move. Try pushing A, B, and X.

FLIP KICK

Kato's black belt training taught him this. It is best when you want to fight speed with speed.

CHALLENGERS

You'll be up against fighters with their own special abilities, and they'll get tougher as you go!

Her name is Angel. She loves to stomp guys who think she can't hold her own.

TWO-PLAYER MODE

You and a partner take on two opponents. If one of you loses, the the guy still standing is on his own!

You won't have a chance if you don't fight as a team. Choose your enemies ahead of time.

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DARIUS TWIN

Mysterious Creatures Threaten The Galaxy

Forces from the planet Darius are mounting an attack in this two-player simultaneous space battle. Choose your route and soar toward the source for a final confrontation.

■ DEFEND ORGA

The Darius Army aims to destroy your home planet. Fire up your Silver Hawk fighter and plan a seven planet tour over the evil forces.

Once you're victorious in the initial stage, you'll be able to choose your own battle plan over the evil forces.

■ FIGHTING FISH

The mutant machines of Darius are modeled after monsters of the deep. Blast them into oblivion for the sake of galactic peace.

All of the planet's leading machines resemble huge undersea creatures. This may give you some indication of conditions on Darius.

■ PICK UP POWER CUBES

By destroying streams of square Yazukas, you can call up Power Cubes. These valuable items increase the power of your Silver Hawk's weapons system. Pick them up and keep fighting!

If you destroy an entire fleet of Yazukas, then you'll be able to pick up a valuable Power Cube.

● FORCE FIELD

Collect blue Power Cubes for a shot absorbing protective field and blaze through enemy forces.

● MAIN WEAPON

The strength of your main cannon will increase with the collection of every red Power Cube.

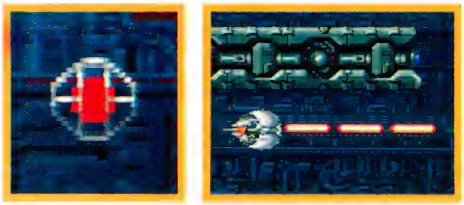
● PERIPHERAL

Green Power Cubes change the strength and configuration of your peripheral weapon.

● ANOBBSIUM BOMB

Hit yellow Power Cubes to trigger an Anobbsium explosion, destroying all enemies on the screen.

● SWITCHING MECHANISM



This Power Cube converts your peripheral weapon from one configuration to another. Pick it up if you need a change.

A powered-up Silver Hawk will have a better chance against the forces of Darius.

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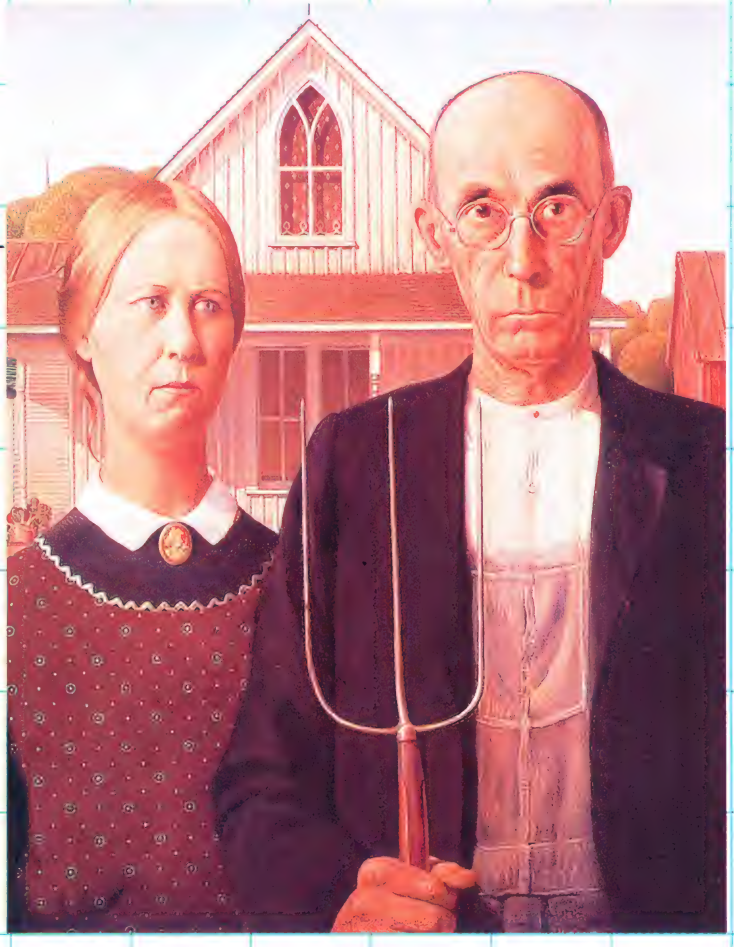
ADVENTURE



IT'S A TOUGH LIFE

The people who settle the different areas in ActRaiser have to contend with monsters, but the hardy folk who settled America and helped build communities here faced hardships no less daunting. Some apparently found their private paradises when they moved west, judging from the number of towns with names like Pleasant Valley, Friendly Corners, Sweet Home, Eden and Wisdom. Others, it seems, were less than thrilled with their destinations. Let's hope that they moved on after naming places such as Boring, Oregon; Muddy Gap, Montana; Skull Valley, Arizona; Stinkingwater Pass, Oregon, and the thought-provoking Why, Arizona.

ACTRAISER 70

DUBIOUS DIAMOND

Gemstones have long been valued for their beauty and mystique. One of the most famous is the Hope Diamond, the world's largest blue diamond at 44.50 carats. Taken from the forehead of a statue of the Indian god, Rama Sita in the mid 17th century, it was coveted for its rare beauty—but also rumored to carry a curse. Its several owners suffered bouts of bad luck after acquiring it, and when New York jeweler Harry Winston bought the diamond in 1947 after its previous owner died, he did not keep it. He donated it to the Smithsonian Institute, where it remains today.

ZELDA III 78

WONDERING ABOUT THE WANDERER?

The Wanderer was a huge hit for singer Dion in the early '60s. It reached number two on Billboard's Top 100 list in December, 1961, and stayed there for 13 weeks.

WANDERERS FROM YS 84

ACTRAISER

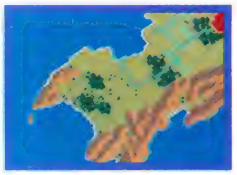
Return To The Beginning Of Civilization

The first Super NES release from Enix, ActRaiser lets you create your own harmonious world. As Protector, you must fend off enemies and direct the growth of your society.

A WIDE NEW WORLD EMERGES ON THE SUPER NES

ActRaiser is part of a new generation of games that take advantage of the sophisticated programming capabilities of the Super NES. It successfully meshes sound and visuals to create a fully dimensional adventure that takes you from a Sky Palace hovering miles above the planet to hidden rooms deep within its darkest caverns. It uses multiple scrolling backgrounds and scaling to achieve outstanding special effects, such as a dizzying dive down to the planet from the Sky Palace. Crisp, vivid sound adds to the game's depth, and its unusual mix of action sequences and simulation also sets it apart from the crowd.

As the game begins, you, the Protector, are challenged to settle the planet below and foster a civilization there. Its only inhabitants are monsters that make the environment hostile to humans. Before you can begin your new civilization, you must rid the region of the malevolent beasts.



Fasten your seatbelts! Super NES graphics put you on the planet with a speedy spiral dive.

When they're not singing the blues, the people of Kasandora make joyful music.

IT'S AN ACTION GAME WITH A TWIST

ActRaiser features fantastic action scenes, but they're just one part of the game. You also ride in the Sky Palace that moves above the planet, and in one part you observe your growing civilization. Your challenge is to safely settle six areas. In each area you begin with action, Act 1, then move to a simulation mode in which you protect the settlers from flying monsters and direct them in constructing their town. As Protector, you can also use lightning, rain, even earthquakes as necessary during the simulation. Your level rises as the population increases, so you want to make the area as livable as possible. Once the civilization is underway, you return to the Sky Palace and enter a second action mode, Act 2.

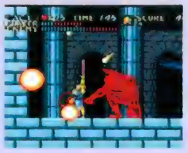
ACT 1

SIMULATION

ACT 2

BLAZE YOUR OWN PATH

Skip ahead! When you reach a high enough level, you can move to new areas to get offerings that will help you survive earlier Acts. For example, you begin in Fillmore, but you can move to Bloodpool if you've reached Level 2. There, take the powerful Stardust Magic offering that will help you complete Fillmore's difficult second Act.



The Stardust Magic that you receive as an offering in Bloodpool showers your enemy with deadly dust.

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THE SIMULATION MODE PUTS YOU IN CONTROL

When civilization is the name of the game, you build power by increasing population. In the simulation, your goal is to create an environment conducive to a thriving community. Begin by clearing land for settlers and showing them how to seal the lairs so monsters can't continue to attack.

CREATE NATURAL DISASTERS

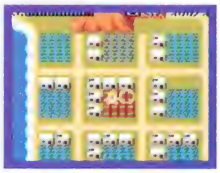
It's up to you to show the people where to build their community. First, direct them to build over the monsters' lairs, which will seal them permanently. Once the lairs are sealed and open space is settled, create more area for houses by burning trees and bushes with bolts of lightning. As your community grows, your Hit Power increases and your level rises.

TAKE OFFERINGS

As your settlers venture into new areas, they uncover items that they serve up to you as offerings. Some, like the Magic, you keep permanently; others, like Bombs and Angel Arrows, you can use only once. You can carry only a limited number of offerings, so use them as needed and collect new things along the way.

CULTIVATE THE LAND

A well-fed community grows more quickly than one wanting food. In Bloodpool, the people offer you Wheat. Take it and travel to areas that have fields to plant. Offer the Wheat and tell them to plant it in their fields.



BUILD BIGGER HOUSES

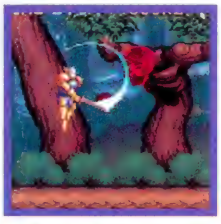
Learn to maximize the building space available. The first houses built in each area are relatively primitive and have space for only a couple of people. Later, as the level of civilization rises, the people build bigger houses with room for more inhabitants. When you use all of the space available without reaching maximum population, you can replace the early houses with bigger ones by striking the smaller ones with lightning. It doesn't sound very sporting, but, hey, you're in charge here. Think of it as upgrading the people's houses.

PREPARE FOR BATTLE IN THE ACTION MODE

In the action modes, you'll go up against enemies with varying difficulty levels. Keep an eye on both your energy level and your opponent's. You can watch them both drop as the fight continues, and hope that the enemy's level reaches zero before yours does. Most of the major foes have weak spots—find them!

SWING A MIGHTY SWORD

Your sword connects with a resounding "Clang!" as you battle through the action modes. Swing while standing up to bring the sword overhead to strike from above, or kneel and slash shorter enemies from the side. You can also strike while jumping if you swing the sword before you reach the peak of your jump. You can't swing it as you're coming down.



MAGIC GIVES YOU THE EDGE

The people give you Magic Spells as they discover them. Use them in the action sequences. In all, you will learn four spells that will be very useful if you save them to use against the most difficult enemies. Before you leave the Sky Palace for the battlefield, select the spell that works best against the major enemies in that Act. The number of times you can use a spell is represented by the number of small flag icons in the upper right corner of the screen.

● MAGICAL FIRE

Shoot enemy-seeking balls of fire out on both sides to scorch several enemies at once.

● MAGICAL STARDUST

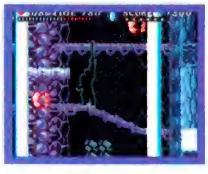
The most effective of the spells, it sends a sickening shower of stellar stones.

● MAGICAL AURA

The aura of the Protector flies out to attack in the form of mystic luminous spheres.

● MAGICAL LIGHT

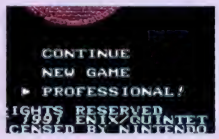
The lethal light shatters the darkness, reaching out to blind foes on both right and left.



SECRET MODE: FOR PROS ONLY

If you're ready for a challenge, try the hidden Pro Mode when you finish the game. This mode is all action. You retain full HP, but the monsters are meaner—and you can't use magic.

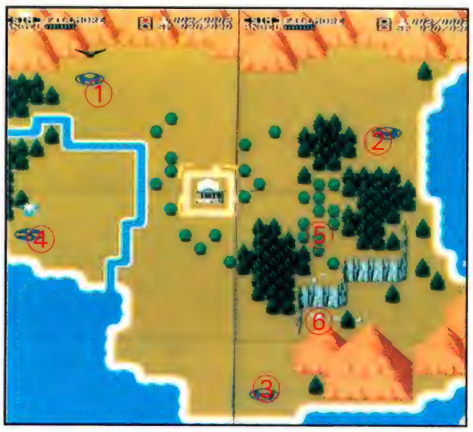
At the end of the game, press Select twice. A new menu will appear with a new mode listed: Pro Mode. The enemies were tough the first time around, but now they're worse!



UNINHABITED LANDS AWAIT SETTLERS

FILLMORE

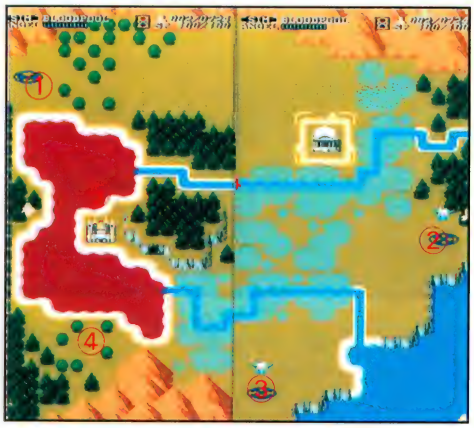
1 RAVEN
2 RAVEN
3 RAVEN
4 BLUE DRAGON
5 SOURCE OF MAGIC
6 MAGICAL FIRE



Civilization begins in Fillmore. Direct the people to build their community so that they seal the monsters' lairs in the order listed above. Burn all of the bushes with lightning bolts, then be sure to blast the rock near the mountains in the lower left corner to uncover a special offering.

BLOODPOOL

1 RAVEN
2 BLUE DRAGON
3 BLUE DRAGON
4 RED DEMON
5 SOURCE OF LIFE



Bloodpool is aptly named: the lake in its center is blood red. There are more monsters here, and a Red Demon is the worst of the bunch. Use the mysterious skull offering at its lair to purify the lake and seal the lair. To uncover a Source of Life, make it rain on the forest just west of the temple.

KASANDORA

1 RED DEMON
2 BLUE DRAGON
3 RED DEMON
4 RAVEN
5 SOURCE OF MAGIC
6 PYRAMID

Kasandora is a desert, seemingly barren of anything but monsters. Before you can ask people to build you must make rain so that crops can grow. Some of the lair entrances won't appear until rain washes the sand away. Investigate the pyramid, as the people ask, and cause an earthquake to shake things up.

AITOS

1 SKULL HEAD
2 BLUE DRAGON
3 BLUE DRAGON
4 BLUE DRAGON
5 SOURCE OF MAGIC

Rocky ground isn't good for crops, so you'll have to clear the area of stones before the people can cultivate the land. Fend off the monsters until the people can seal the lairs. Trouble brews in Aitos in the form of a volcano, and you'll be asked to enter the molten mountain to stem the evil it spews.

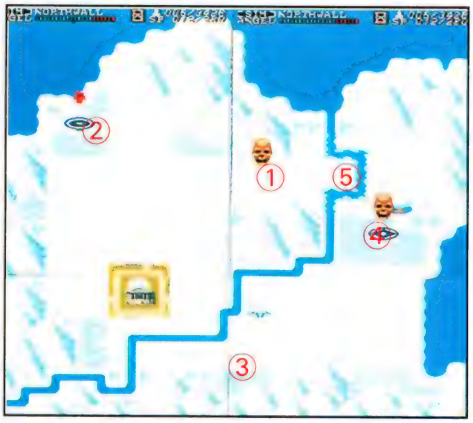
MARAHNA

1 BLUE DRAGON
2 RED DEMON
3 BLUE DRAGON
4 RAVEN
5 MAGICAL AURA

Marahna is a tropical isle teeming with exotic enemies. Explore the main island while guarding the settlers, then investigate a temple. There is an uninhabited island nearby. How do you get there? Many mysteries surround the puzzling place, and you'll have to put the pieces together to solve them.

NORTHWALL

1 SKULL HEAD
2 RED DEMON
3 BLUE DRAGON
4 SKULL HEAD
5 MAGICAL LIGHT



It's no wonder that Northwall is uninhabited. With the climate of a freezer, it lets nothing grow, and only monsters will venture out into the frigid air. Use Sunlight to melt away the ice and snow, then direct your people to build. To please your settlers, you'll journey deep into frosty caverns.

FILLMORE

ACT 1

Before you begin settling Fillmore, you have to land there and rid the area of monsters. Evil now reigns supreme there. It seems that even birds, beasts, flora and fauna have been bewitched. Some trees attack, and patches of thorns stick with a vengeance. Jump from limb to limb to retrieve valuable items from Light Orbs. Use the ropes for transportation, and try riding the walking trees. The Act 1 guardian, Centaurus, is waiting.

DON'T LEAVE THE 1-UP IN THE TREE

There is a 1-Up in this Light Orb, but you can't reach it. Pass it up, then ride back on the limb escalator to pick it up.

THE GUARDIAN: CENTAURUS

The Act 1 guardian, Centaurus, is huge and powerful. Half man, half horse, he first charges with a highly honed spear, then he pauses to strike with lethal lightning. Kneel near the grass on the left to avoid being jabbed, then swipe at him sideways when he charges. If you kneel on the extreme left, his lightning can't reach you. Keep calm. You can beat him without suffering much damage.

FILLMORE

ACT 2

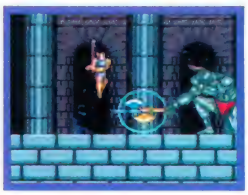
Act 2 takes you into a subterranean temple haunted by fiends. Two routes will take you to the guardian, Minotaurus. The upper route yields more Light Orbs with items, but it does take longer. The lower, more difficult route is more direct. The Doorman, who watches the entrance to Minotaurus' chamber, is a bucket of bones with a bad attitude and a big blade. He's bad news! Strike him from as far away as possible.

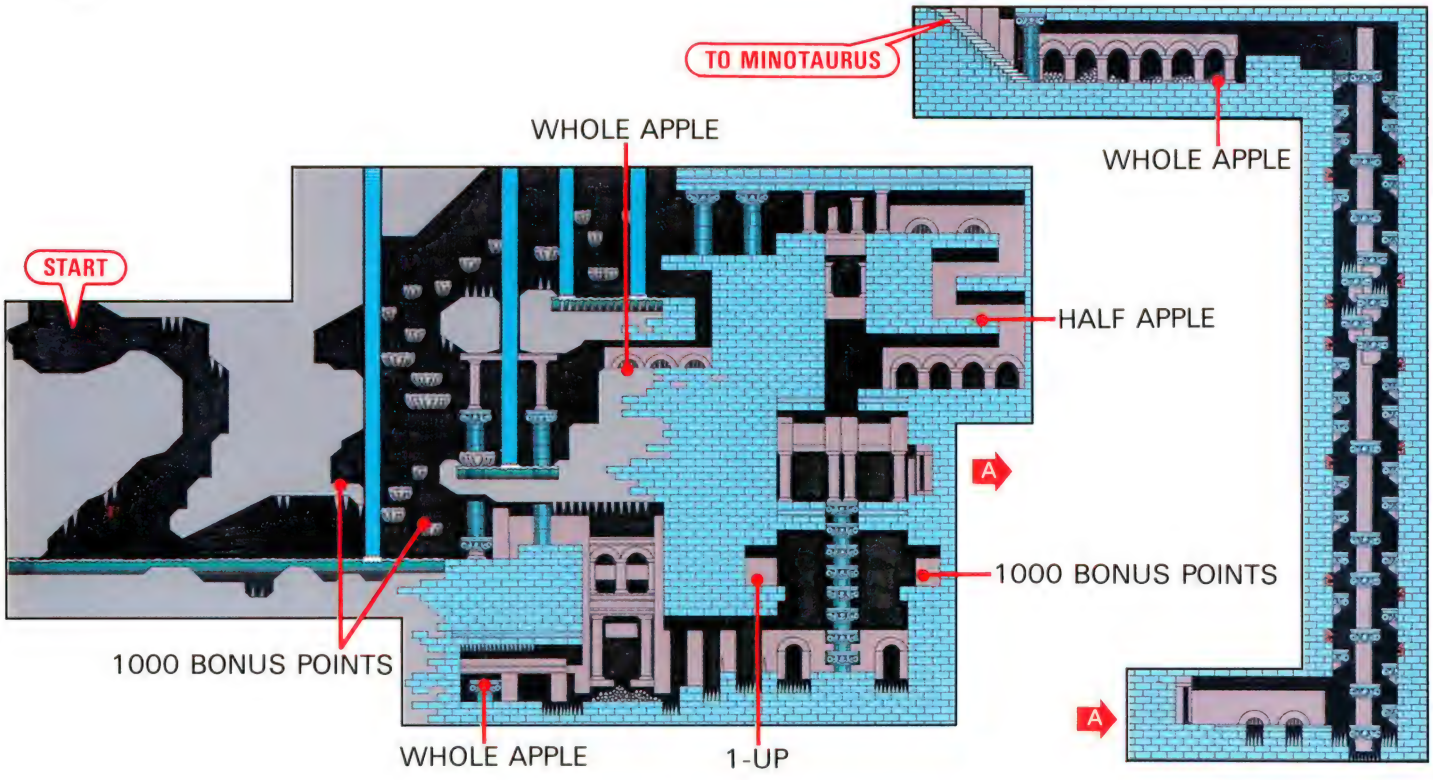
SPITFIRES!

The heat is on! Don't pause as you leap from platform to platform. If you stay in one place for too long, the statues that line the walls begin to spit fireballs.

THE GUARDIAN: MINOTAURUS

Talk about bull-headed! The huge Minotaurus, who is part man, part bull, jumps from place to place throwing axes when he lands. Jump over the flying axes and strike as many times as you can before he leaps away again. Your timing has to be just right, so watch closely for his next appearance. You'll be in trouble if he pins you in a place where you can't jump to avoid the axe.





BLOODPOOL

ACT 1

When the curtain rises on Act 1 in Bloodpool, you see crumbling platforms that stretch over a toxic swamp swarming with mutant monsters. You have to stay high and dry in this area. Any dip in the drink is deadly. Trolls toss stones and lizards throw eerie boomerangs that belt you on the rebound. Tread lightly when you cross the barrels—your weight is enough to break their tethers and send them plopping into the ooze below.

THAT SINKING FEELING

Watch your step! When you walk across the rickety log bridges or jump on floating logs, stop. The logs fall into the poison slime below as you step on them.

THE GUARDIAN: MANTICORE

Manticore emerges suddenly and jumps around spitting fireballs. Stay on the right side and jump to the top platform when it fires below. When it hops to the top left, drop down to the middle platform. Then, when it hops on the top right, strike quickly.

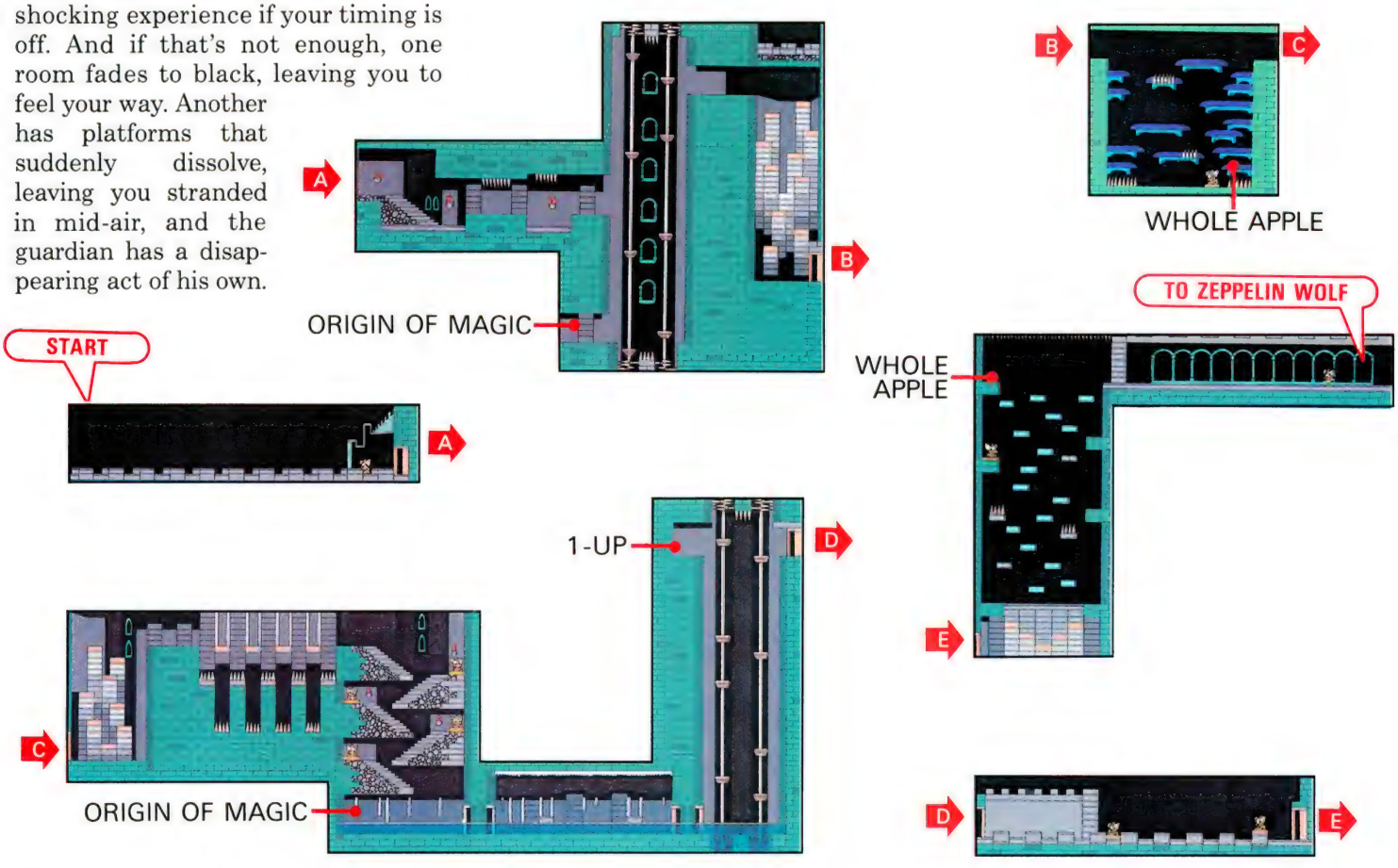
BLOODPOOL

ACT 2

Act 2 opens in the mysterious Castle on the shores of the Bloodpool lake. Inside is a mad mix of mechanical traps and monstrous mayhem. Scores of spikes wait to skewer hapless intruders, and moving platforms act as short term transportation. The damp Castle basement is a shocking experience if your timing is off. And if that's not enough, one room fades to black, leaving you to feel your way. Another has platforms that suddenly dissolve, leaving you stranded in mid-air, and the guardian has a disappearing act of his own.

THE GUARDIAN: ZEPPELIN WOLF

Zeppelin Wolf appears and disappears at will. When his HP is half gone, he transforms from a wizard to a wicked wolf.



KASANDORA

ACT 1

Kasandora's Act 1 is set in a vast desert. The arid setting is hospitable to only gigantic insects, terrible tentacles, and flaming clouds that rain fire. Skeletal remains are the only proof of the other life forms that once lived here. As you shuffle along, watch for the tentacles that shoot suddenly from the shifting sand. Climb the towers of flying insects to find Light Orbs with Whole Apples and extra points.

PUT THE FIRE OUT

It's hot enough in the desert without adding furious fire! The flame clouds will keep following you with sizzling droplets if you don't douse them once and for all. Either strike them when they dip within range or jump and slice as they hover above.

THE GUARDIAN: DAGOBA

A mutant insect grown to an awesome size, Dagoba slithers from the sand and sends his pincers prowling for prey. He also flings a steady stream of stones before he slinks back into hiding. You have to inch your way up close to strike him, but don't get so near that you touch his spiky spines.

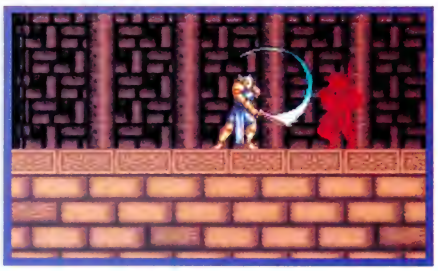
KASANDORA

ACT 2

For Act 2, venture into the puzzling pyramid that appears when you rain on a certain place in Kasandora. Pyramids have long been a source of wonder and curiosity, and many legends tell of amazing wealth amassed within them. As you might expect, inside this pyramid are creepy creatures like mummies and deadly vipers. Statues that come to life and lunging Blue Warriors will surprise you, though. Wait until the statues have fired and pass quickly to avoid damage. Riding the golden platforms takes patience, too. Sometimes you have to wait for a ride to appear; other times, you have to wait for their position to change so you can reach them.

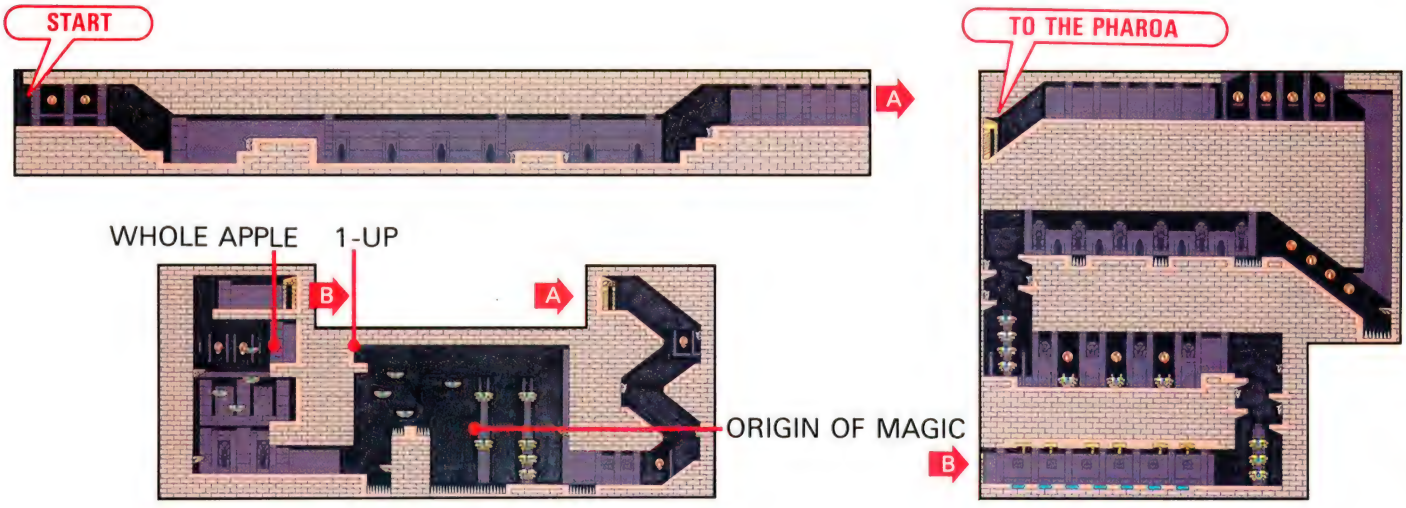
WALK LIKE AN EGYPTIAN

The brutal Blue Warrior is seasoned at hand-to-hand combat. If you approach, he'll pause then attack. Approach him, then back up quickly to make him lunge. As he returns from the lunge to his original position, he's vulnerable. Attack quickly!



THE GUARDIAN: PHAROA

A great, golden Pharoa's mask is the guardian for Act 2. It appears overhead and homes in on your position. When it drops, it crushes anything underneath. While grounded, it spits out an energy ball that attaches to the wall, forms a statue head, and fires an arrow. When Pharoa falls, jump the energy ball, strike the mask, and keep an eye out for flying arrows.



AITOS

ACT 1

Act 1 in Aitos takes you through a flaming sky and into cool caverns where you'll come upon some waterfalls. It looks like you'll be flying in style when two white eagles arrive with an airborne carriage to take you to the cavern's gaping mouth, but the crags at the entrance are anything but friendly. Stony hands emerge from the ground and roll granite bowling balls downhill, aimed straight for you. Avoid the fireballs that pop up from the molten mass below, and fall into the opening, staying far to the left to pick up the Light Orb at the bottom. The next doorway leads to a waterfall dotted with stepping stones.

SOAR THROUGH THE STORMY SKIES

Fly first class when two snowy eagles appear with your personal chariot. The skies aren't very friendly, though. Black eagles try to attack, fireballs bubble from below, and other airborne nuisances pull sneak attacks. Don't be distracted by the stunning scrolling backgrounds!

THE GUARDIAN: AQUATIC DRAGON

Pick up Crush, a Whole Apple and the Sword Projectile from Light Orbs in the first waterfall, then continue to the next room, which is the den of the Aquatic Dragon. Vulnerable on the head only, the slimy water viper slithers quickly in from various directions to strike as it streaks by. Stand on the center ledge and use the Sword Projectile to damage from a distance. Stand slightly to one side of the ledge to keep from touching the dragon.

AITOS

ACT 2

For Act 2, you must throw yourself into the fiery pit of the erupting volcano. An odd assortment of mean-spirited monsters dwell there, ranging from eyeball clusters to troublesome trolls to dark, devilish knights. Looks can be deceiving in this infernal den. The ledges that lead over the lava look safe but beware—the lower ledges will dip you into the fiery mass. And the bridge you find looks like it's solid, but parts of it disappear when lava balls bubble up from below. Pick up the first Light Orb you find to receive an extra Origin of Magic, and the second one for a Whole Apple. The second one is tricky to retrieve, as you will find. Before you reach it you will have to pass a gauntlet of flame-throwing faces. The final guardian for this area, the Flame Wheel, is like no other foe you've met. An animated ball of fire, it sweeps the room from corner to corner.

LAVA LAKE

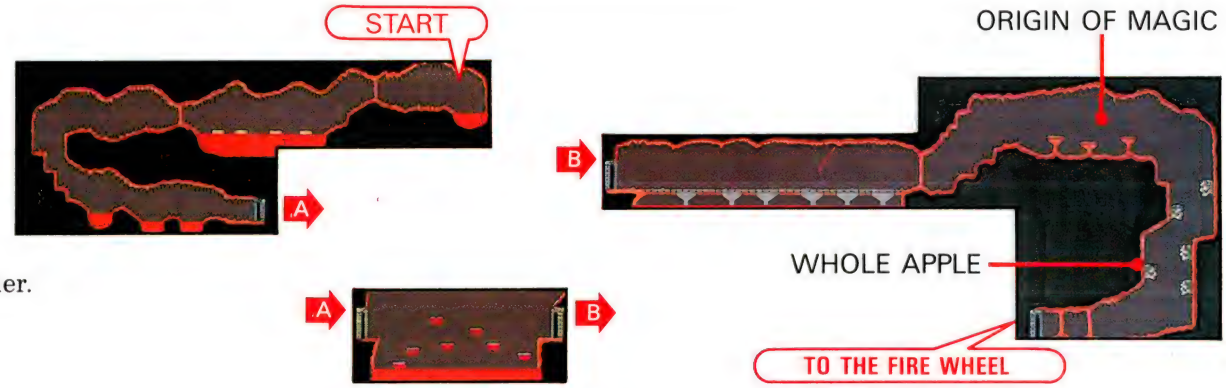
As you jump from platform to platform, you must watch for balls of lava to boil up. Strike them quickly before they explode in bits of flying flame.

FIND A SAFE PLACE

Be patient as you pass the fire-spitting statues. Stand on top of the face across from the Orb. Press Left on the Control Pad to stop the fire, then strike the orb and grab the apple.

THE GUARDIAN: FIRE WHEEL

The Flame Wheel is a high—and fast—roller. It follows a pattern, though, so if you can manage to avoid damage while you figure it out, you can methodically wear its power down. When it's in the upper right, wait below for it to move to the center, and watch out for the bombs it throws from there. When it rolls down to the lower right, move out to strike it, then jump up onto the ledge to make it move up again.



MARAHNA

ACT 1

On the exotic island of Marahna, you will find all of the creepy, crawly critters that you expect to thrive in the tropics—and some that you haven't imagined in your worst nightmares. Water snakes drop from trees, carved images dance in the mist, testy tentacles slither from the water, and headless natives attack with spears. Don't expect fun in the sun here—it's no paradise.

THE GUARDIAN: RAFFLASHER

Rafflasher sends his feelers out looking for foes. As the tentacle comes near, jump it, then run and jump up to strike its head. Retreat to your safe ledge before the returning tentacle can wrap around you.

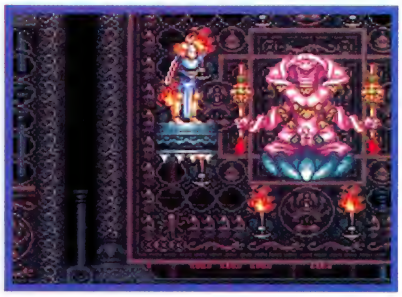
MARAHNA

ACT 2

Cruel Kalia, guardian of the Marahna Temple that is the setting for Act 2, has bewitched the people of Marahna. The only way to loosen his grasp on them is to destroy him. You must enter the temple of terrors and find his hidden chamber. Kalia is no fool—his room is well guarded, and the corridors that lead to it form a mind-muddling maze. Keep track of where you've been so you don't get lost.

THE GUARDIAN: KALIA

Kalia floats above shooting deadly light from his scepters. Jump onto the platform on his right, strike when you're close, then jump off before you hit the spiked ceiling. Don't let him crash down on you!



NORTHWALL

ACT 1

The Northwall region is a frozen wasteland waiting to be thawed by your sunlight. Before you can begin the building process, though, you must venture down to the icy expanse and rid it of its arctic monsters. In the sub-zero cave, hop a ride on a passing ice cube. Zip through the tunnels to the Act 1 guardian, the Merman Fly. The icy stare of this frosty cave-dweller will chill you to the bone.

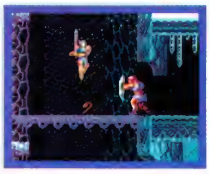
THE GUARDIAN: MERMAN FLY

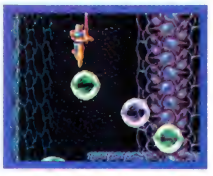
It's hard to move quickly when you're in waist-high water! The Merman Fly bombs from above, then suddenly darts down for a one-on-one attack. Stay in a dip, wait for it to descend, then slash with your sword.

NORTHWALL

ACT 2

Act 2 takes you into Northwall's huge tree. In this frigid zone, even the monsters seek shelter in its trunk. These are the meanest enemies yet. Bloodshot eyeballs appear from nowhere and disappear into thin air, but not before diving in to damage you. Transparent bubbles float up in streams. Hop onto a green one, then keep jumping up and down on it and it will work like an elevator to take you the treetop.





THE GUARDIAN: ARCTIC WYVERN

The Arctic Wyvern heats things up, but the warmth isn't welcome. The trip up the tree has sapped your strength. Stay in the low, safe spot on the right side, then attack when it nears the little knoll.

THE LEGEND OF ZELDA A LINK TO THE PAST

Return To Hyrule

Prepare to enter the ultimate land of fantasy in The Legend Of Zelda: A Link To The Past. Solve more puzzles, battle more devious dungeon-dwellers and explore a more detailed world than ever!

EVERY BIT THE EPIC ADVENTURE

The technical capabilities of the Super Nintendo Entertainment System are fully utilized in A Link To The Past to create super graphics, awesome sounds and great game play. Examples of attention to detail in the graphics are visible on a small and large scale; from arrows which quiver as they stick into walls to gigantic, animated monsters which are the masters of the dungeons. Sounds run the gamut with every action having a unique noise; Footsteps on the stairs, the roar of a waterfall, or the patter of rainfall. The multiple buttons of the Super NES controllers make it possible to add many new moves without making the play complicated. Players familiar with the previous Zelda games will be pleased with the variety of new options, but the number of actions possible will not deter newcomers to the series.

Lifting, pulling, pushing, dashing, bashing: all these options and more are open to Link in this adventure. All are easy to execute with the multi-buttoned Super NES controller.

HERO'S AWAKENING: THE BEGINNING OF A LEGEND

Centuries ago as time in Hyrule is reckoned, the people are restless and discontent. The land is recovering from a series of disasters which were stopped by a mysterious wizard named Agahnim. Although the people should be grateful to their savior, he has proven to be an evil usurper who has taken over the kingdom with his magic. As the rumors fly about strange experiments in Hyrule Castle, several maidens have disappeared including Princess Zelda.

The wizard, Agahnim, has become the instrument of the Great Cataclysm foretold in the legends of Hyrule. He is attempting to open a gate between Hyrule and an evil Dark World. As the legendary Hero of Hyrule, only you can rescue the kidnapped maidens and foil the wizard's plot!

Your adventure begins with your sound sleep interrupted by a telepathic plea for help from Princess Zelda, who is captive in the dungeon of Hyrule Castle. You awaken and see your uncle, girded for battle, leaving the house. Despite his admonitions to stay, you follow him out into the night. Armed with only your wits, you must enter the castle and rescue Zelda. Only then will your quest truly begin!

Historic Hyrule is different from the one you may know from previous Zelda adventures.

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LEGENDS AND LORE

A Link To The Past features unmatched depth for an adventure game. There are many secrets you must learn to survive its perils and solve its mysteries.

RUN LIKE THE WIND

The magic Pegasus Shoes enable you to run faster than any mortal man. They have been handed down by one of the old families of Hyrule and will be granted to you when you have proven your courage. Once you have these shoes, you can execute a powerful Dash Attack against enemies, walls, trees and other objects (press and hold the A Button).

A NEW HOBBY

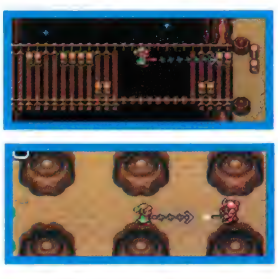
With the bug-catching net, you can capture many small, flying things, such as insects, and keep them in a bottle to use later. You can do more than just collect the bugs though. If you release them from their bottle, they will annoy nearby enemies. You should definitely try to catch many things with this net.

STUN AND RUN!

The Boomerang is a useful weapon and it has been used in Hyrule for centuries due to its ability to stun certain enemies. Once an enemy is stunned, you can safely approach it and hit it with your sword, or use another weapon. This is a very useful tactic to employ against fast enemies or those that can attack at a distance. The Boomerang can also be used to collect items, such as Rupees and Hearts, at a distance.

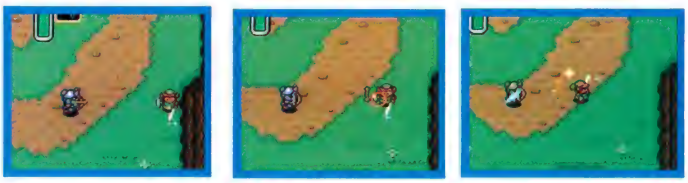
GRAPPLE ACROSS!

The Hook Shot is a grappling hook which allows you to cross pits and other gaps. Throw the hook so it catches on a pot, chest or other object located on the other side of the gap you want to cross. You will automatically pull yourself to the other side. The Hook Shot also works like the Boomerang in that it can stun enemies and collect distant objects.



WHIRLING BLADES!

With the Whirling Blade technique you can focus your power on your sword's blade by holding the B Button. When you release it, you will swing your sword in a wide circle, striking enemies on all sides. Since Link is a lefty, while he holds out the powered-up sword, his right side will still be covered with his shield. Approach enemies with this in mind and unleash the power when you get close enough.



BOMBS AWAY!

Although Hyrule seems to be at a medieval technology level, advances have been made in explosives with the invention of magical bombs. As in previous adventures, Bombs are useful for defeating enemies and blowing holes in weakened walls and floors. You can also pick up Bombs you have placed and throw them, but you have to be quick because they have a very short fuse!

RODS, STAVES AND MAGIC CANES

The wizards of the ancient Hylia people were renowned for their ability to create enchanted sticks which harnessed powerful magic forces. The easiest of these elusive objects to find, the Ice Rod, will freeze most enemies into a solid block of ice. Smash these frozen enemies with the Hammer and you will most likely get a decanter of Magic Power. Other magical sticks have more mysterious and powerful functions.

MULTI-LEVEL ACTION

A Link To the Past uses multiple background screens to give each room of a dungeon or section of the overworld more than one level of depth. You can go from level to level by climbing stairs up and down, or jumping down from the edge if there's no barrier. Look carefully at the different pits. If you can see the floor below, it's safe to jump in, but if the pit is pitch black, there is no bottom!

THE LAND OF HYRULE

Hyrule is a vast land with many kinds of terrain, from forests to swamps to deserts to open plains. Hidden caves can be found in all areas, but are not shown on the map. The Lost Woods, Death Mountain and the high waterfall where Zora lives have not been fully mapped by explorers—yet!

HIDDEN ENTRANCES

The earth of Hyrule is riddled with caves, both naturally formed and constructed by the mythical Hylian people. The actions you can take to reveal them are shown below:

● LIFT IT

Try lifting all the bushes, for they may hide secret pits. The large and dark colored rocks are heavy and you cannot lift them until later in your adventure.

● BOMB YOUR WAY THROUGH

Some walls in the overworld can be blown open with Bombs. Try Bombs everywhere—cracks that indicate a weakened wall are not always obvious.

● DASH AND BASH

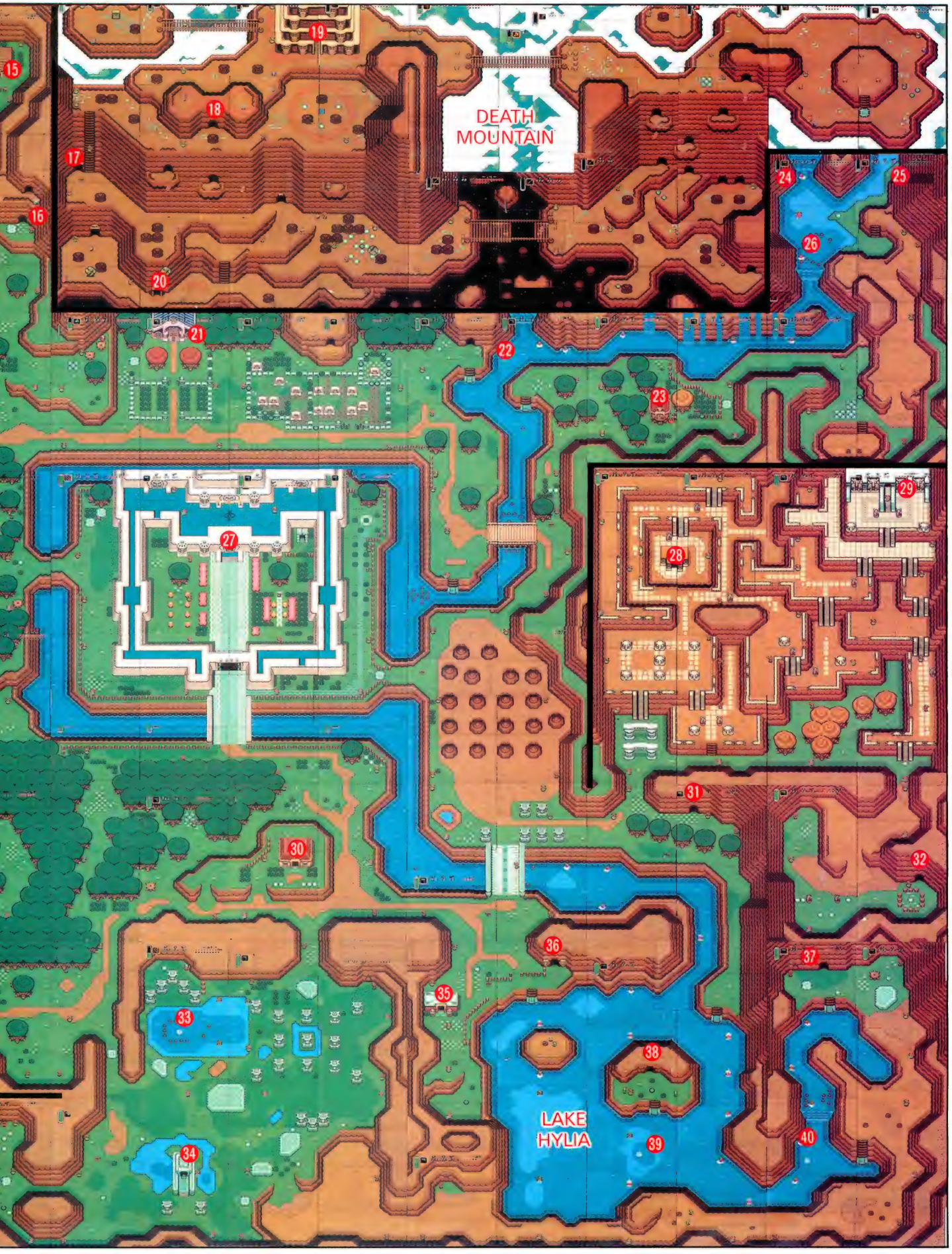
Weakened walls and rock piles can be cleared using a Dash Attack. Once you get the Pegasus Shoes, you can try this before using Bombs.

● PUSH OR PULL

Some objects, such as tombstones, can be pushed to reveal what is beneath them. Be careful though; sometimes you will disturb the ghost that sleeps below!

MAP KEY

1. Fortune Teller
2. Whirlpool (Water Warp A)
3. Thieves' Den
4. Sahasrahla's House
5. Shop
6. Inn
7. Smithy
8. House Of Books
9. House Of Quarrelling Brothers
10. Game Of Chance
11. Haunted Grove
12. Desert Palace
13. Desert Cave
14. Faerie's Spring
15. Woodsman's Hut
16. Death Mountain Entrance
17. Tunnell To Kakariko Village
18. Spectacle Rock
19. Tower Of Hera
20. Mountain Cave
21. Sanctuary
22. Whirlpool (Water Warp B)
23. Magic Shop
24. Waterfall Of Wishing
25. Zora's Falls
26. Whirlpool (Water Warp C)
27. Hyrule Castle
28. Sahasrahla's Hiding Place
29. Eastern Palace
30. Link's House
31. Faerie's Spring
32. Faerie's Spring
33. Whirlpool (Water Warp B)
34. Swamp Ruines
35. Fortune Teller
36. Shop
37. Ice Cave
38. Fountain Of Happiness
39. Whirlpool (Water Warp C)
40. Whirlpool (Water Warp A)


DEATH
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HYRULE CASTLE

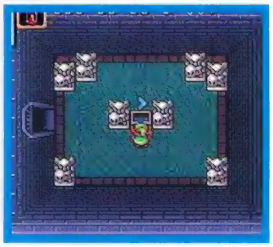
Ancient Hyrule Castle has been the seat of government and home of the Hylian royal family for generations. Therefore, it is very unusual that Princess Zelda should be held prisoner in the dungeon of her own home! Something very wrong must be happening and as the hero, you must find out what it is! Inside the castle, you will find many zombie-like soldiers that will attack if they spot you.

SECRET PASSAGES

Zelda's telepathic summons mentioned a secret passage leading from outside the castle to inside the walls. Before you look for it, talk to the soldiers stationed around the castle for a few hints. Then, search the grounds to find the passage!

TAKE NO PRISONERS

If you are a veteran explorer of Hyrule you know that you must defeat every enemy in each room. Sometimes it is the final enemy in a room that holds the key you need to advance. Also, the enemies often carry Rupees, Hearts or Magic Decanters, which can come in handy.



SAVE THE PRINCESS (ALREADY?)

Although you usually save the Princess at the end of a Zelda game, in this adventure you'll first find her locked in a cell in the lowest level of the castle. You can defeat the mace swinging guard with hit and run tactics using the Boomerang, or throw pots from the cell at him. Trust us, it's not over 'til it's over.

FLEE THE CASTLE

As a long time resident of Hyrule Castle, Zelda knows many of its secrets. Follow her advice about where to go next and you'll find another secret exit which leads to the Sanctuary and freedom!

KAKARIKO VILLAGE

The once bustling town of Kakariko seems empty, for many people have fled Agahnim's tyranny. Those who remain are wary and cautious. Nevertheless, many will greet Link as a friend even though the wizard has put a price on his head. Be sure to talk to many people in the town to learn valuable hints. Certain people will call soldiers if you talk to them, so don't trust everyone!

THE INN

The two men in the Inn are of little help, but there is a valuable item in the Inn's storeroom to the rear of the place. It has a separate entrance.

THIEVES' DEN

For a thief, the man you'll find here isn't very secretive or protective of his treasure. Check the walls for secret doors that you can only open with a Bomb to reveal his stash.

THE SICK KID

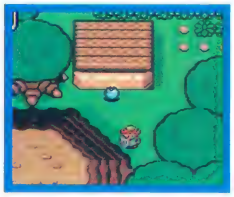
The evil air from the mountain has made this poor boy so sick he cannot go out and search for insects for his collection. If you have a Bottle, he will loan you his bug-catching net. Buy one from the man in the village square before you visit here.

VILLAGE SECRETS

There are many secret things to discover in Hyrule. Many of these are not really helpful, but are just fun. For example, enter the house to the east of the village square and pull on the picture on the wall. You will be rewarded with 20 Rupees!

MAKE A DOOR

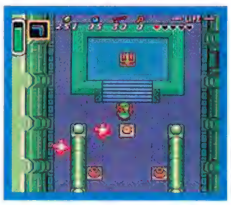
Sometimes, weakened walls are well hidden and there are no tell-tale cracks to indicate that they can be blown open with a Bomb. The house in the village without doors and windows is one such case. Use a Bomb to get inside.



THE EASTERN PALACE

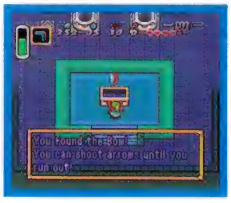
The once opulent Eastern Palace of Hyrule now lies in ruins, overrun by strange creatures. There are many valuables hidden inside, and the maze-like cliffs surrounding the place do make an excellent hide-out for fugitives. Search these thoroughly before entering the Palace.

THE BIG KEY



Each dungeon has a Big Key that you will need to find to explore it completely. The Big Key for the Eastern Palace is in the large room on the west side.

THE LONG BOW



The first magical treasure you will earn is the long Bow. You will definitely need this powerful weapon to conquer some of the enemies you will meet.

ARMOS KINGS

Six giant animated statues guard the Pendant Of Courage in this palace. Three arrow hits will defeat each one, but watch out for the final one; it moves fast and crazy!

DESERT PALACE

Desert-dwelling creatures guard the ruined Desert Palace, but it is also defended by a pair of tricky locks. These puzzles are just the start of the many brain-teasing challenges you will encounter during your journeys. You will need Y Button-controlled magic items to open each one.

THE BOOK OF MUDORA

You'll need to read the ancient writing of the Hylian people to open the main entrance and to do that you will need the Book Of Mudora.

FIRE LOCK

As for the lock deep within the palace, remember that the grey square things are torches that you can light with the Lantern . . .

SAND WORMS

Three giant Sand Worms live beneath the surface of this final room. You can use the Bow and Arrows to fight the Sand Worms, but it is easier to use the Whirling Blade technique.

YOU'VE ONLY JUST BEGUN

Before you can claim the mighty Master Sword, you must clear another dastardly dungeon: the Tower Of Hera atop Death Mountain. Even after you have the Master Sword and have defeated Agahnim the wizard, there is still another entire world to explore and conquer; the mysterious Dark World! Another challenge is to find every magic item and every Heart Container. If you can find all 20 Hearts, then you can consider yourself a true hero!

THE TOWER OF HERA

The third Pendant is inside of the tower on top of Death Mountain. You will have to think very hard about how to reach this tower. One hint: you will need to travel through another world to get to the top, using the Magic Mirror and the Magic Transporter.

THE MASTER SWORD!

Once you have all the Pendants, you can claim the Master Sword in the Lost Woods. Then your adventure really begins!

WANDERERS FROM YS

Ease Into An Epic Adventure From American Sammy

American Sammy's adventure takes the Wanderers From Ys (pronounced "ease") on a quest that begins in the troubled town of Redmont and ends in a distant, mysterious castle.

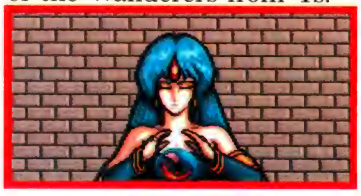
GO WANDERING WITH SUPER STEREO SOUND

Wanderers from Ys opens with slick, vivid, movie-like cinema scenes that tell the story of the world travelers. The rich graphics made possible by the Super NES are just part of the sensory experience of the game, though; the background music and sound effects are the real attention grabbers. In fact, the music is so popular in Japan that tapes of the soundtrack are available. Players can sample the various sounds that they'll hear at different points in the game by using the special sound test described below. On the side-view scenes, multiple scrolling backgrounds add a feeling of depth to the graphics. The locations of the different stages change from tunnels to fiery dungeons to frigid mountain peaks, all adding interest to a complex adventure game.

As the opening cinema scenes draw to a close, Adol and Dogi decide that they must return to Dogi's hometown, Redmont, which has of late been very unlucky.

FOOTLOOSE FRIENDS RETURN TO FIND TROUBLE BREWING

Although just a young man, Adol Christen became the hero of the land of Ys by saving it from certain doom. Clever, ambitious, but most of all brave, he was adored by the people as he traveled through the country searching for adventure. With him journeyed his fast friend and reformed thief, Dogi. They might have continued to wander aimlessly had they not overheard troubling news about the fate of Dogi's homeland, Felgana. For some reason the land seemed plagued with foul weather and mysterious crop failures. The future did not bode well for the people of Felgana, and Dogi worried about the friends and family he had left behind many years ago. Dogged by a premonition, he felt compelled to return to his hometown, Redmont. Thus begins the legend of the Wanderers from Ys.



SOUND TEST

If you'd like to sample the game's outstanding sound effects and background music, plug in Controller II and take the secret Sound Test. First, press Select on Controller I to bring up the regular menu, then press Select on Controller II to bring up the hidden Sound Test menu. Use the Up and Down arrows on the control pad to select the music or effect and press the B Button to hear the sounds.

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SHOP AND SEARCH FOR A WANDERER'S WEAPONS

SWORDS

SHORT SWORD
STRENGTH UP
35

The Short Sword is for sale at the weapon shop. It's short, light and easy to wield, but it's the least powerful of the swords. Buy one as soon as you can.

LONG SWORD
STRENGTH UP
35

The Long Sword is heavier and more powerful than the Short Sword. It's hidden deep within Tigray Quarry, and you must defeat the dastardly Dulan to earn it.

BROAD SWORD
STRENGTH UP
50

Crafted of solid iron, the Broad Sword bumps your strength up. Buy it in Redmont—if you can afford to pay 8,000 gold pieces. Use it to build experience points.

BANDED SWORD
STRENGTH UP
85

Intrepid wanderers will find the Banded Sword in Eldam Mountains. It boosts your strength another notch and makes it possible to acquire the Staff of Judgment.

FLAME SWORD
STRENGTH UP
110

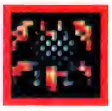
With the Flame Sword, you're wielding enormous strength. You'll need patience and plenty of power, though, to get it from its hiding place in Ballacetine Castle.

ARMOR

LEATHER ARMOR
DEFENSE UP
10

Leather Armor offers little protection, but it's better than nothing. It's also inexpensive: only 3,000 gold pieces. Buy it at the weapons shop in Redmont.

CHAIN MAIL
DEFENSE UP
20



Created of iron mesh, Chain Mail protects more effectively than Leather Armor does. It, too, can be purchased in Redmont. It's worth the price, 3,000 gold pieces.

PLATE MAIL
DEFENSE UP
32

Plate Mail, with its solid plates of metal, covers much better than Leather or Chain. Search for it in the secret depths of Tigray Quarry when you return there.

BANDED ARMOR
DEFENSE UP
44

You can buy the Banded Armor in Redmont. It's expensive—12,000 gold pieces—but if you raise enough money building experience points, it's worth the cost.

BATTLE ARMOR
DEFENSE UP
55

The mightiest of all armor, Battle Armor is your best defense against Garland and Galbalan. You must find and recover it from a chest in Ballacetine Castle.

SHIELDS

WOODEN SHIELD
DEFENSE UP
10

Wood is the weakest of the shields, but it is inexpensive and offers some protection in the early going. Buy it at the store in Redmont before you leave.

SMALL SHIELD
DEFENSE UP
20

It may not be large, but at least it's made of more resistent metal. Look for it in a Treasure Chest in Ilvern Ruins. It raises defense by 20 points.

LARGE SHIELD
DEFENSE UP
32

Naturally, a larger shield is more protective. It is very expensive but well worth the cash outlay when you learn to use it wisely. Buy it as soon as possible.

BANDED SHIELD
DEFENSE UP
44

Give your defense another boost by buying the Banded Sword at the weapon shop. It's expensive, but gives you just enough more protection to make a difference.

BATTLE SHIELD
DEFENSE UP
55

The mighty Battle Sword protects against the fiercest of enemies. It can't be purchased, though; it must be earned. It's hidden in a chest in Ballacetine Castle.

RINGS

POWER RING

To increase the power of your attack, equip yourself with the amazing Power Ring, which you'll find hidden in a treasure chest somewhere in Tigray Quarry.

SHIELD RING

The Shield Ring offers extra protection and comes in handy when you're under attack. When you give Grandma Aida Robert's Pendant, she'll give you the ring.

TIME RING

When you wear the Time Ring, enemy attacks slow down. Like all of the rings, it is effective only when it's powered up. Edgar will give it to you in Redmont.

HEALING RING

The Healing Ring can be a lifesaver. When your energy runs low equip yourself with it to restore your life meter. You'll come across it somewhere in Redmont.

PROTECTION RING

Like many valuables, the Protection Ring lies deep within Ballacetine Castle. Power it up and wear it into your final battles against Garland and Galbalan.

REDMONT

Dogi's hometown, Redmont, is the beginning of the wanderers' quest. Plagued by an ancient curse, it is no longer the sleepy, content village that Dogi remembered from his youth. It is there that Adol first learns that the evil seems to be emanating from nearby Tigray Quarry. He will return to Redmont many times to buy provisions and talk to the townspeople before he finally gets to the root of the curse. Begin by talking to everyone and purchasing from the shops there whatever weapons and herbs you can afford.

HOUSE HUNT

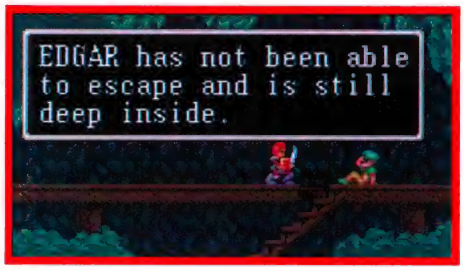
When you first enter Redmont, there are many people on the streets who will give you bits of information. There are others who prefer to remain indoors, though. Be sure to search all of the houses in town, and return to them every time you come back to town. You never know who might be inside! When you return from battle with treasures, the people sometimes give you useful items.

EQUIP YOUR WANDERER

Press Select to see what swords, armor, rings and other items you've accumulated. You can choose to equip them or not. You should always equip your wanderer with the strongest swords and armor you have, but don't equip him with a ring until he needs it. The power of any ring begins to drain with every passing moment once it's equipped. To use one of the healing or attack items, equip it then press the A Button when you're ready to activate it.

TIGRAY QUARRY

In town, you learned that Edgar is somewhere in Tigray Quarry, and he is in some kind of trouble. The townspeople have long relied on the valuable crystalline ore, La Perle, that is mined there, but now they suspect that a cursed gallery in the depths of the mine has poisoned it. You have to search through the dark, dank twisting tunnels to find him. Along the way you will discover Treasure Chests that hold the Power Ring and Robert's Pendant, and you will meet mutant, slimy monsters that seem to become more evil the further you descend into the mine. The bat-like Cayrons and spideresque Glumouses are just the beginning! You will also come upon a Warehouse Key and a mysterious locked door. Does the key fit?



EARN EXPERIENCE POINTS

It's no use trying to take on the big enemies in the game until you've raised your experience to a competitive level. That means you'll have to fight lots of lesser enemies to earn experience points. There are several places where you can stand in one place and fight off hordes of enemies to build experience and gather gold. Go outside, renew your energy, then go back and fight some more.

ROBERT'S PENDANT

Grandma Aida is worried about her grandson, Robert. When you find his Pendant in Tigray Quarry, take it to Aida. She will be grateful to see some sign of Robert, who has been missing for some time, and will reward you with the Shield Ring.

DULAN

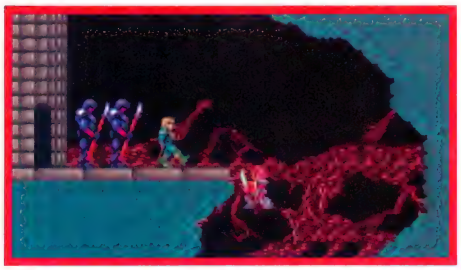
One of the evil influences in the quarry, Dulan darts around erratically, throwing knives when he appears. If you've reached Level 7, you should be able to beat him. When you do, he will relinquish the Long Sword.

SNATCH THE STATUE

Return Robert's Pendant to Aida and get the Shield Ring before you take on Elfeir, who strikes with lightning bolts from her perch on the wall. Be patient. When you finally defeat her, take the Sun Statue.

ILVERN RUINS

When you return to Redmont with the Sun Statue, you learn that Dogi's childhood friend, Ellena, is concerned about the fate of her brother, Chester, who seems to have turned against the town. She begs Adol to find and save him from the control of an unknown evil influence. She knows only that he might be in the ruins of Ilvern, which was destroyed by the eruption of a nearby volcano. Enter the crumbling castle and search for clues in its many haunted hallways. You'll find him there, all right, and he'll throw you into deadly fire pits for your trouble. No one, he tells you, has ever escaped from the fiery dungeon. Perhaps you will be the first—if you can survive the best efforts of guardians Gilan and Gyalva.



PILE UP POINTS

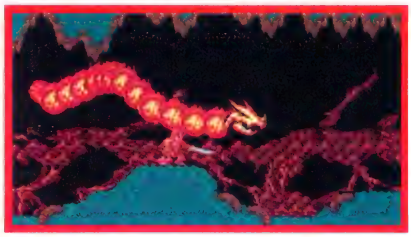
One of the best places to gain experience—and gold—is near the entrance to the castle ruins. Flocks of Fuzzles attack from front and back. Stand on a high spot and hold Up and A to repeatedly stab with your sword. Flock after flock will attack, and the points will rack up as you defeat them. When your energy runs low, exit the ruins, refill your life meter, then return to score more points.

MEDICINAL HERB

Buy the Medicinal Herb at the item shop in Redmont. Equip yourself with it, but don't use it until you face the big enemies in the ruins, Gilan and Gyalva. When you're at the losing end of a battle and are equipped with the herb, you need only press A to replenish your energy.

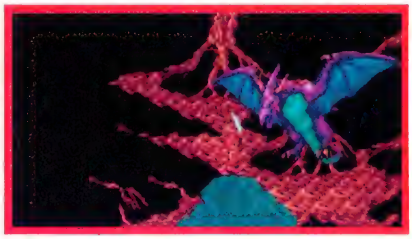
GILAN

Gilan, the fire snake, guards the fiery pits below. He appears suddenly, and you must hit him directly on the head to inflict damage. When you beat him, use the Fire Dragon Amulet he drops to dry up the Lava River.



GYALVA

The deity of the volcano, Gyalva is a flying dragon with a fiery bite. Stand on a high spot, jump to strike her, then retreat to a safe spot while she spews fire. When you beat her, you'll get the Star Statue.



TIGRAY QUARRY

#2

When you've cleared the ruins, return to Redmont and talk to Edgar. He will give you the foe-slowing Time Ring and instruct you to return to the warehouse in Tigray Quarry. This time, the door guardian will allow you to pass with the warning that danger lurks beyond. You will find Treasure Chests that hold the Mission's Tablet and the Plate Mail. Here, too, you will receive the Shining Crystal, which will enable you to buy Brocia's Secret Medicine in Redmont. When you meet the fierce Istarjibar, which attacks with flying crystals, be sure to protect yourself with the Shield Ring. If you manage to survive the onslaught, you will get the Flash Statue. Return with it to Redmont and talk to Edgar. He will then give you his letter.

CRAWL THROUGH CRANNIES

Adol is clever. In places, he must crawl through small passages to the areas beyond. To find the Treasure Chests that hold the Mission's Tablet and the Plate Mail, he must crawl under the boardwalk to discover a hidden area.

THE SHINING CRYSTAL

The Shining Crystal is precious indeed. Wanderers who possess the crystal can purchase Brocia's Secret Medicine, one of the most valuable healing herbs in the game. When you return with the crystal to the Item Shop, the vender will add the special medicine to her list of wares. Use it to restore power to whatever ring is equipped.

ISTARJIBAR

Although it doesn't move, Istarjibar is a formidable foe. It attacks randomly with deadly flying crystals. Protect yourself and wait for the right moment to attack. Beating it clears your way to the Flash Statue.

ELDAM MOUNTAINS

The mountains tower in the distance, looking treacherous and forbidding. Their looks aren't deceiving: this is the toughest area yet. The people refer to them as the "Evil Mountains" for good reason. Even minor enemies can cause serious damage, and they seem to spring from nowhere as you trudge through the drifting snow. It is fortunate, given the unfriendly climate, that you come upon a warming hut near the beginning of your journey. What a welcome sight it is! And inside wait Dogi and a wise old man. You will meet miserable monsters in the mountains, including the dreaded Ligaety and the grotesque Gildas. Mountain climbers should be well equipped with medicine and weapons before they dare scale the peaks.

A WELCOME HUT

Inside the hut, Dogi and his wise teacher are almost as glad to see you as you are to see them. When you enter, they give you the Banded Sword, and they offer to replenish your energy whenever you return to the hut. Given the ferocity of the enemy, you'll probably be a frequent visitor—at least until you learn the ropes. At least you're not alone amidst the crags and peaks.

THE TREK HEATS UP

The first big enemy you meet is Ligaety. Kin to the Harpy, she flies overhead showering her foes with lightning bolts. Strike before she blasts, then run for cover. Defeat her to get the Judgment Staff.

GILDAS

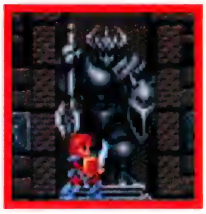
The fierce ice dragon, Gildas, spews ice balls and if you come too close, it attacks with its huge tail. Don't freeze! Move in, attack when you can, then retreat. You'll find the Dark Statue when you fry Gildas.

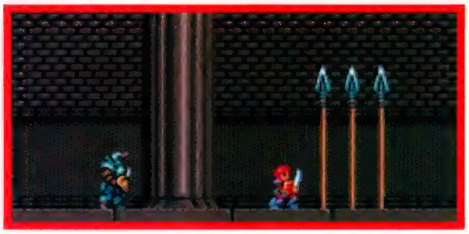
BALLACETINE CASTLE

Ballacetine Castle is at once elegant and evil. One room blends smoothly into the next until, suddenly, you find yourself lost in a maze. Intrepid wanderers will find treasure galore hidden in the castle's many rooms, but their guardians won't part with them easily. You will meet feared fiends such as Ishugest, Halveigar, Estallion, not to mention the jaded Jilduros. If you manage to best this group of brutes, you'll be rewarded with treasures such as the Garnet Bracelet, the Blue Bracelet, the Protection Ring, and the coveted Flame Sword. Thus equipped, and with much experience behind you, you might just be ready for the voyage to Galbalan's Island.

IT'S A TRAP!

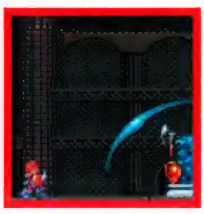
The suits of armor in the castle are anything but inanimate. They drop their spears on unsuspecting visitors with frightening regularity. Add to them some of the meanest soldiers ever and spikes that shoot from the floor, and you have a recipe for certain doom. Avoid the soldiers and wait until the spikes recede to run for it.





THE STATUE OF THE BLUE KNIGHT

Once in the castle, you can go only so far before you defeat the first boss. He's tough, but the statue of the Blue Knight in the bubble will block your path until you get the Garnet Bracelet by defeating the boss. When you show him the bracelet, the Knight's bubble bursts, he floats away, and you can continue on your way.



MIND THE MACE

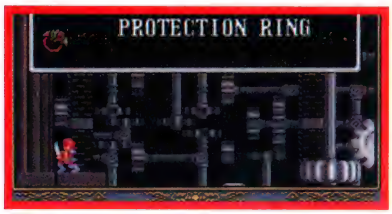
The first ghoulish guardian you meet in Ballacetine Castle is a wicked-looking ogre who swings a spiked mace-like weapon. To avoid the swinging mace, crawl up to the ogre until you're close enough to strike.

FIRE FIEND

The last obstacle in Ballacetine Castle is a leaping lupine who has a bark that truly is worse than his bite. When he opens his yap, he spews a stream of fire. Use the Time Ring to slow him down so you can attack.

POWER-UP

Although the Protection Ring and the Flame Sword are very difficult to locate and retrieve, it's worth it to spend the time looking for them. They are hidden in chests somewhere in the castle, and they will provide the extra protection and firepower that you'll need when you come face-to-face with Garland and Galbalan.



THE STATUE'S IMAGE

The Blue Knight is back, and this time he's no statue. He shuffles along swinging a mighty axe. When you finally defeat him by sneaking in to strike, you will receive the Prison Key. Use it to talk to a prisoner.

GARLAND

Garland is a huge caped hulk who teleports around to attack from all directions. To withstand his pounding, use the Protection Ring. When you defeat him, Lord McGaya will appear to bestow the powerful Evil Night.

GABALAN'S ISLAND

Before you venture to Gabalan's Island, return to Redmont once more. When you talk to Edgar, he will give you the Ogre's Ball of Fire, which will prove to be invaluable in the journey to come. The island is dark and mysterious, so you must take light with you.

A DARK LABYRINTH

The island is shrouded in darkness. Use the Ogre's Ball of Fire to light your way. Ride down on a moving platform until it stops. Wait. It will start again and go down further. When it stops the second time, exit to the right. Walk off the ledge and hold Left to land in another passage.

GARLAND

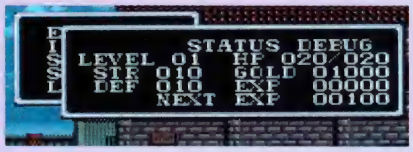
If you thought that you had seen the last of Garland, you were sorely mistaken. He's here on the island, planning to mount the same type of attack that he used in Ballacetine Castle. Strike when he teleports near and protect yourself. When you've bested this fiend, you're ready for Gabalan.

GABALAN

This is it: the final fight. And what a fierce foe you face! He has various attacks, all of them, unfortunately, effective. He first fires from his arms, then he drops his arms and sends armies of pursuers that attempt to hunt down and destroy you. As if those attacks weren't enough, he then tries dropping himself from above to crush you. Can you destroy him before he destroys you? The people of Redmont depend on you to free them from his ruthless curse.

CLASSIFIED CLUES

It takes patience, but you can become invincible. First, begin your game, then press Reset. When the American Sammy logo appears, press Up, Down, Up, Down, Select then Start on Controller II. Timing is critical. You must wait until the logo fades completely in, then enter the whole code before it begins to fade out again. When the Start/Continue screen comes up, use Controller I to select Continue, and enter any area that you've been to before. Press Select to make the option screen appear, and from there go to the Status subscreen. While the Status subscreen displays, press Start on Controller II. The word "Debug" will show up next to "Status." When you continue play, you'll be immune to damage.



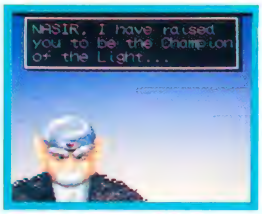
LAGOON

Help Save Lakeland From The Doom Of Evil

This stunning action/adventure release from Kemco-Seika for the Super NES offers a strong challenge that holds your attention for hours of fun and excitement.

HERE'S HOW OUR STORY UNFOLDS...

You are Nasir, the Champion of the Light, raised in the marsh village of Atland by the sage Mathias. Under his watchful eye and skilled training, you've developed into quite the young swordsman. Now, the hold of evil has grasped Lakeland, and many strange things are happening as a result. There are reported sightings of unidentified entities, and the once clear-flowing waters have turned brown and muddy. It's your duty to save your homeland from destruction.



Although Nasir is young, his wisdom and capability reach far beyond his 14 years. Now, the real test will decide the fate of his village.

YOUR JOURNEY IS DIVIDED INTO FOUR QUESTS

The best way to get started is to talk to all the people you come across. They'll often have valuable clues that will steer you in the right direction. They may also ask for your assistance in completing various tasks. Do whatever they ask and you could receive great rewards. A young hero should take advantage of every opportunity to make friends! It could pay off in the long run.

Overall, the clues you pick up will lead you to four main bosses. Defeat each of these tough fiends to ensure the safety of the land.

GUIDING OUR HERO

When attacking an enemy or defending yourself, it is very important to be in the correct position. Rather than facing it head-on, try standing a little off center. Although you will still inflict damage no matter how you strike your opponent, it will be much more efficient if you use this technique. The same applies when using the shield.

● USING THE SHIELD

It isn't often that you find a game in which the shield can be used effectively. Stand in the correct position and you'll be protected from enemy attack.

● SWORD TECHNIQUES

Remember to always take one enemy at a time. A group of enemies will gang up on you and you'll get clobbered for sure!

● JUMPING TECHNIQUES

Beware of all those gaps in the ground. Get used to how far you are able to jump, as this technique is essential to the third area.

USING MAGIC

Throughout the course of the game, you will locate four wands and four crystals. Sixteen different magic spells can be produced by joining the wands and crystals in different combinations.

Be wise when making magic. Strong Fire, Wind, Water and Thunder spells will result.

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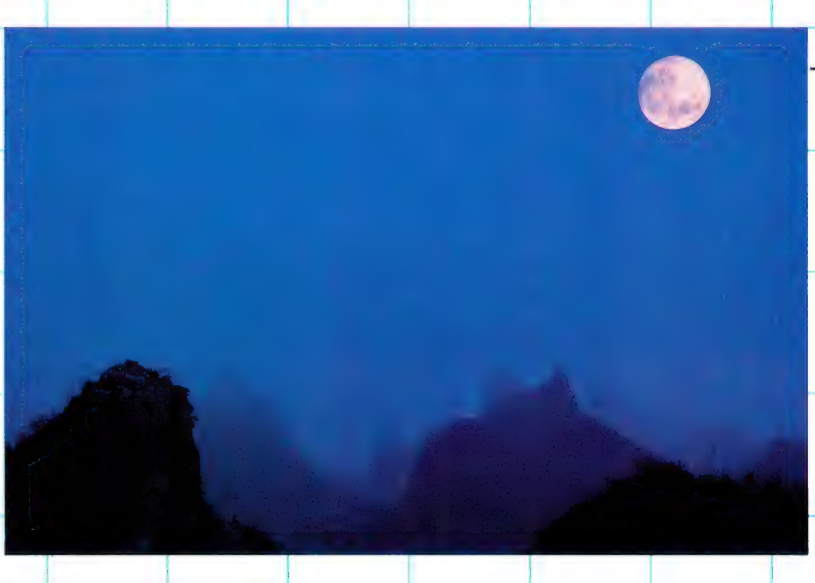
RPG SIMULATION



SHOOT THE MOON

How long would it take for a bird to actually fly the mean distance to the moon? We couldn't time a Chocobo, but the fastest flier among real birds is the Peregrine Falcon, which has been clocked dividing at 217 mph. If it were able to fly to the moon at that rate, the 238,857-mile trip would take about 48 days, 20 hours and 41 minutes.

FINAL FANTASY II 92

THE OTHER FAMOUS BROS.

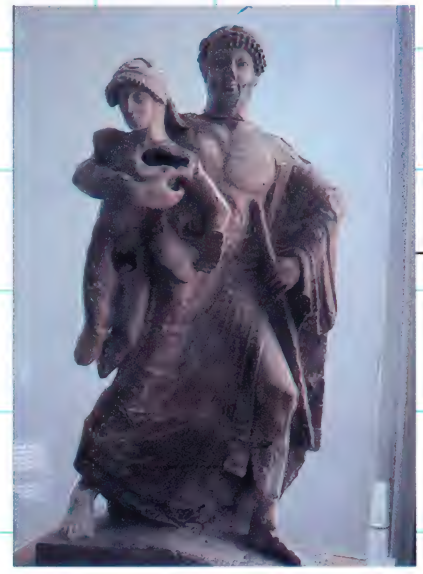
The Wright brothers' first flight lasted all of 12 seconds and covered 120 feet. In the efforts that followed that historic flight, they kept their plane, the Flyer, aloft for 59 seconds and traveled 852 feet, but it flipped and crashed immediately after, destroying it. In all, the Flyer flew for a total of 97 seconds.

PILOTWINGS 100

BILLIONS AND BILLIONS

Carl Sagan believes that there are ten civilizations in our galaxy, but others estimate that there might be as many as 100. If there are that many, it doesn't seem farfetched to think that at least one of them would like to trash Vegas, as they do in SimCity. Of course, it has also been suggested that there are NO intelligent beings now in our galaxy.

SIMCITY 106



THE VIEW FROM OLYMPUS

When you play Populous, you control the development of society. Greek myths relate how Zeus and the other gods meddled in the lives of humans in stories of unfortunate people like Midas, who begged for a golden touch, and Arachne, who was changed into a spider for challenging a goddess' superiority. Just remember that sometimes the gods' tricks backfired on them!

POPULOUS 112

FINAL FANTASY II

Role Playing Magic

Square opens up new realms of adventure with exquisite graphics, sound and story-telling. Real-time battle control and a host of characters make this game unbeatable.

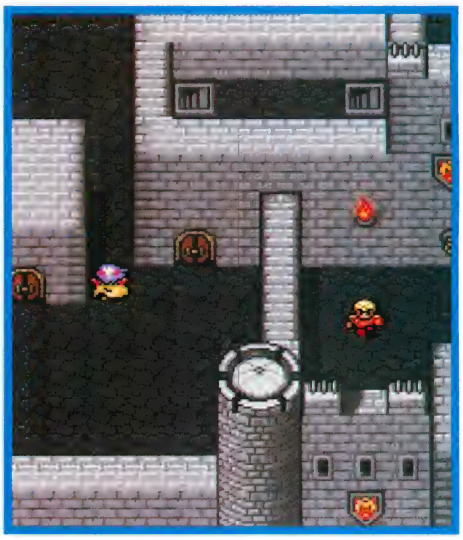
A SUPER FANTASY

Why create a Role Playing Game for the Super NES? After all, there is no real action, right? Wrong! Final Fantasy II proves that RPGs can be exciting and full of action. You may not be controlling sword fights, but you can watch them unfold. Even more important is the use of animation to tell the tale. Only by watching the story will you learn what to do next, where to go, who to save and why once trusted allies have turned traitor. The designers at Square made full use of the Super NES's Mode 7 functions to add drama and excitement. For instance, while sailing aboard the Red Wing fleet of airships, it looks as if the world is really passing beneath you. Add to this a wonderful musical score and sound effects and you have the Super NES equivalent of a swashbuckling movie.

● NES

● SUPER NES

Final Fantasy for the NES was less linear, but that meant that you spent a lot of time wandering around wondering what to do. No more!



The 3D perspective of castles and towns is much more realistic than in the first Final Fantasy.

■ ONCE UPON AN AIRSHIP...

The story begins with an act of imperial arrogance. The King of Baron has ordered his faithful commander of the airships to steal the magical crystal from a town called Mysidia. Cecil, the Red Wing commander, does his bidding, but he begins to doubt the justice of the act. Betrayed by the King's advisor, Cecil is demoted and sent on a strange mission with Kain, who has also fallen from the King's favor. Thereupon begins the quest for Cecil and his companions to solve the mystery of the crystals and save the world. Their twisting path leads through high mountain passes, castles under siege, a dwarf realm underground and eventually to the moon.

Baigan, the King's close advisor, suggests that Cecil can no longer be trusted with the command of the Red Wings.

The King of Baron strips Cecil of his command and orders him and Kain to take a mysterious package to the village of Mist.

Cecil meets many friends and enemies, and some friends who turn out to be enemies. Help may come when least expected and defeat might be snatched from the hands of victory.

The story revolves around the magical crystals that are being stolen by a great wizard named Golbez. Already, it seems, Golbez has the King of Baron in his pocket. The search for the remaining crystals takes Cecil across the world, and beyond it.

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REAL-TIME REALISM

In most RPGs you have an unlimited amount of time to make your battle decisions—whether to fight, use magic, run away, etc . . . —which is great for some, but not very realistic. Indecision will destroy you in FFII. The monsters continue attacking while you choose your actions and magic spells take time to cast. Reaction time and knowledge are both important.

Characters with high Agility ratings take less time between being given a command and executing it.

Powerful magic spells take longer to cast than weak spells. Several turns may pass while a wizard works a spell.

If the enemy's Agility rating is higher than that of your party members, the enemy will make the first attack.

The agility of a magic user affects the time needed to cast a spell. Some spells may take too long to be of use.

MASTER THE MAGIC

The world of Final Fantasy II is filled with magic and magic users. White Magic is used to defend against attack or to recover from wounds. Black Magic can be cast to damage enemies in battle. Call Magic is used to command mythical beasts to your aid. Most magic users can use only one type of magic.

WHITE MAGIC

White Magic protects and heals, but sometimes the best offense is a good defense, in which case White Magic may help you win a battle. Rosa is the most powerful White mage, but Tellah the Sage also is a strong user of White Magic. When Cecil becomes a Paladin, he will be able to use limited White Magic. Some types of White Magic, like Heal and Cure, also appear as items.

BLACK MAGIC

Black Magic is used to attack enemies, but not all enemies are susceptible to all types of Black Magic. Learn the weaknesses of enemies to best utilize your spells. Water creatures, for instance, are susceptible to lightning, and fire creatures can't stand ice spells and vice versa. Tellah is a powerful user of Black Magic, as is Rydia and FuSoYa.

CALL MAGIC

Strangely enough it is the child, Rydia, who controls many great, mythical beasts with Call Magic. When Rydia uses Call Magic, the beast appears and attacks one of your foes. Just like Black Magic, not all Call Magic works equally well against all foes. The Chocobo is a good choice in most cases, but some of the more exotic creatures have special uses.

Cure4 restores all of a character's lost Hit Points, but it costs 40 Magic Points.

Meteo, which stands for Meteor, is the most powerful magic available, but the cost is 99 MP.

The Chocobo is good in most situations. Bahamut's Megaflare is more of a specialty attack.

SUPER TIP: STEALING MAGIC

There are a few creatures from which you can actually steal Call Magic spells. If you find yourself in an area inhabited by a particular magic user, wander about in that area, fighting the enemy whenever it appears. After several battles you may win its magic spell, just as if it was an item. Imps that use Call Magic are one enemy liable to give up their spell. Since stealing it takes time and the Call Magic spells you steal are no better than those you already have, this technique should be used only for fun or when you are further exploring the world.

THE CAST OF CHARACTERS

Cecil is the only character who stays with you throughout the game. In effect, you are Cecil. You can change his name, and the names of other characters in special places. The other characters come into Cecil's life in many ways. Some join with him, but only to further their own goals. Others seem to be helping him, but may really serve another master. There are even those who join Cecil out of true friendship. When one of these characters joins Cecil, you are in control of him or her. In battle, you can use their special strengths. Each character has a special skill, of which you should learn to make good use.

CECIL

Cecil is the hero with a mission, a believer in honor and justice. Once the commander of the Red Wing airships, he is now a wanderer in a land full of enemies. Friendship and betrayal lie ahead on his road, but he has no choice but to follow it.

● DARK KNIGHT

Cecil is a master of swordplay. Give him steel!

● PALADIN

As a Paladin, Cecil learns to use magic.

R-Hand		Exp.	0
HP	600/ 600	For level up	23
MP	10/ 10		
Ability		Attack	2x ... 42
Str.	...10	Attack%	...99%
Agil.	...13	Defence	1x ... 6
Vit.	...10	Defence%	...30%
Wis.	... 5	Mag Def	0x ... 0
Will	...11	Mag Def%	... 2%

KAIN

Once a member of the Royal Dragoons—the select palace guard of Baron—Kain sides with his old friend Cecil and heads off on a quest. Soon, however, he disappears, and later he seems to have joined the forces of evil. Where do his true loyalties lie?

● FIGHT

Kain is one of the strongest fighters.

● JUMP

Kain's jump is his special attack.

L-Hand		Exp.	2300
HP	190/ 190	For level up	759
MP	0/ 0		
Ability		Attack	2x ... 13
Str.	... 9	Attack%	...99%
Agil.	...11	Defence	1x ... 14
Vit.	... 9	Defence%	...20%
Wis.	... 6	Mag Def	0x ... 1
Will	...12	Mag Def%	... 2%

RYDIA

Rydia seems only a child, but her mother was one of the beast callers of Mist, and the girl has inherited the skill. Protect her in the early going, but later she will grow and become a powerful magic user in her own right.

● CHILD

Rydia is weak, but her Chocobo is strong.

● ADULT

Now Rydia can use spells other than Call magic.

R-Hand		Exp.	48904
HP	177/ 382	For level up	2292
MP	119/ 159		
Ability		Attack	2x ... 28
Str.	...12	Attack%	...55%
Agil.	...13	Defence	1x ... 12
Vit.	...11	Defence%	...30%
Wis.	...24	Mag Def	1x ... 7
Will	...20	Mag Def%	...12%

TELLAH

Tellah is found wandering in the Watery Pass. He is a great wizard but he has lost his daughter and much of his skill. Still, he is brave, and will sacrifice himself for a worthy cause. His strength is in the use of Black Magic.

● WHITE MAGIC

Tellah is a master of the healing arts, as well.

● BLACK MAGIC

Only Tellah has the powerful Meteo spell.

R-Hand		Exp.	54873
HP	340/ 340	For level up	8320
MP	90/ 90		
Ability		Attack	1x ... 10
Str.	... 5	Attack%	...50%
Agil.	... 8	Defence	1x ... 5
Vit.	... 7	Defence%	...30%
Wis.	...16	Mag Def	1x ... 1
Will	...16	Mag Def%	... 5%

EDWARD

Prince Edward is neither a fighter nor a great wizard. His strength lies in love and music. He was the suitor of Tellah's daughter, Anna, but he is more than just a talented minstrel. His singing can effect monsters, and he can hide from a fight.

● SING

The Sing command has many effects on enemies.

● HIDE

Hide Edward away to protect him during a battle.

R-Hand		Exp.	388
HP	60/ 60	For level up	237
MP	0/ 0		
Ability		Attack	1x ... 10
Str.	... 6	Attack%	...86%
Agil.	... 9	Defence	1x ... 5
Vit.	... 2	Defence%	...26%
Wis.	... 7	Mag Def	0x ... 7
Will	... 7	Mag Def%	... 6%

ROSA

Rosa is not simply the friend of Cecil as she appears at the beginning of the game. In fact, she is the most powerful user of White Magic in the game. She is also a target of the vengeance of Golbez and at times she must be rescued.

● WHITE MAGIC

Rosa's White Magic does more than heal wounds.

● AIM

Strengthen a party member's attack with Aim.

R-Hand		Exp.	2139
HP	150/ 150	For level up	815
MP	80/ 80		
Ability		Attack	2x ... 12
Str.	... 8	Attack%	...32%
Agil.	... 8	Defence	1x ... 8
Vit.	... 6	Defence%	...25%
Wis.	...10	Mag Def	0x ... 4
Will	...18	Mag Def%	... 6%

YANG

Yang was the head of the King of Fabul's guards, but high upon Mt. Hobs during a training mission, he was beset by monsters. There he was saved by Cecil and company, and he joined them. His unique skill is the wide-ranging Kick Attack.

● FIGHT

Yang should fight against single enemies.

● KICK

Against many foes, use the Kick Attack.

R/L both		Exp.	2676
HP	300/ 300	For level up	191
MP	0/ 0		
Ability		Attack	2x ... 25
Str.	...12	Attack%	...82%
Agil.	... 8	Defence	1x ... 9
Vit.	...15	Defence%	...30%
Wis.	... 2	Mag Def	0x ... 1
Will	... 3	Mag Def%	... 1%

PALOM

Palom and Porom are twins from the strange town of Mysidia. Palom uses Black Magic with great skill for one so young, but his real strength is joining with his sister to cast Twin spells. At first he mistrusts Cecil.

● BLACK MAGIC

Use Black Magic as a last resort.

● TWIN

Twin Magic produces dramatic effects.

L-Hand		Exp.	1957
HP	100/ 100	For level up	735
MP	50/ 50		
Ability		Attack	1x ... 10
Str.	... 7	Attack%	...47%
Agil.	... 8	Defence	1x ... 12
Vit.	... 5	Defence%	...27%
Wis.	...21	Mag Def	1x ... 12
Will	...13	Mag Def%	...16%

POROM

Porom specializes in White Magic when she's not weaving Twin spells with her brother. She places more trust in Cecil. Although she and Palom are still children, they prove themselves to be as brave as any great warrior.

● WHITE MAGIC

Use the White Magic if you can't use Twin.

● TWIN

The Twin Magic takes a long time to cast.

R-Hand		Exp.	1957
HP	110/ 110	For level up	735
MP	50/ 50		
Ability		Attack	2x ... 12
Str.	... 8	Attack%	...52%
Agil.	... 7	Defence	0x ... 13
Vit.	... 6	Defence%	...27%
Wis.	...13	Mag Def	0x ... 12
Will	...18	Mag Def%	...15%

CID

Cid appears only after you return to Baron secretly from Mysidia. He is the master engineer of the airships, and as such he can give Cecil back his wings with the airship Enterprise. His special skill is seeing the weakness of an enemy.

● FIGHT

Cid fights best with bows and arrows.

● PEEP

Use Peep to see an enemy's weakness.

R-Hand		Exp.	26754
HP	788/ 788	For level up	5345
MP	0/ 0		
Ability		Attack	3x ... 55
Str.	...21	Attack%	...80%
Agil.	... 9	Defence	1x ... 13
Vit.	...24	Defence%	...30%
Wis.	... 5	Mag Def	0x ... 1
Will	... 5	Mag Def%	... 1%

EDGE

Edge is a ninja master who joins the party only late in the game. His home of Eblana in the upper world has been destroyed, and now he seeks revenge in the fiery center of the planet. His special attacks include Dart and Sneak.

● DART

One of Edge's many secret ninja arts.

● SNEAK

Steal from the enemy using Edge's Sneak move.

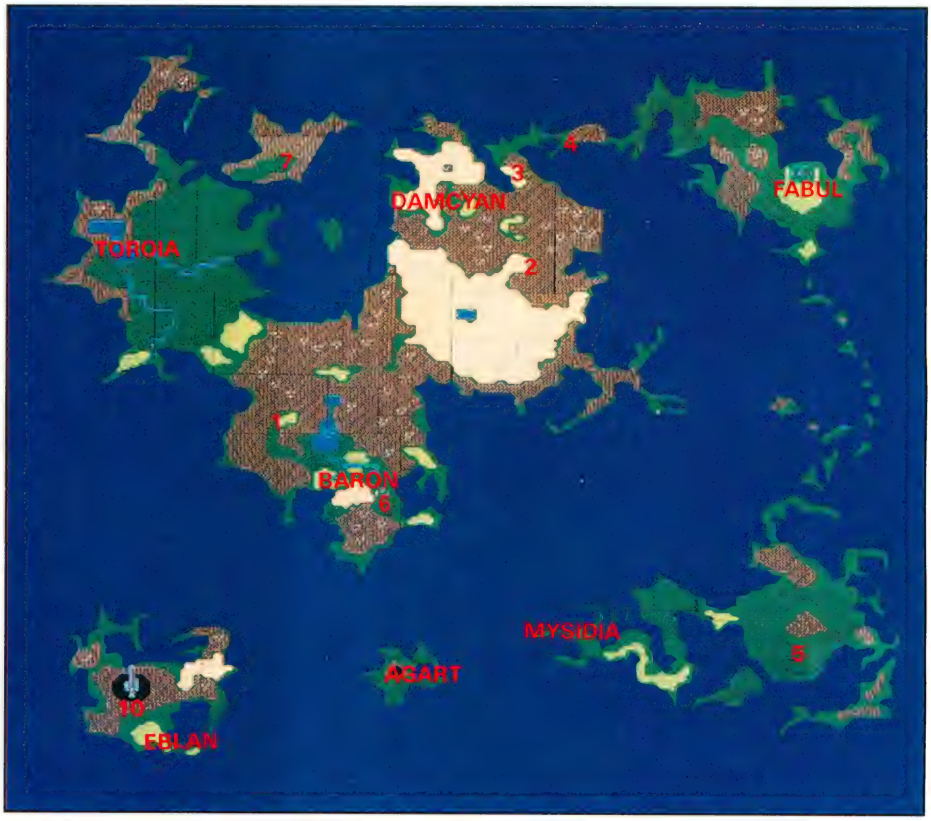
R/L both		Exp.	66291
HP	631/ 790	For level up	7870
MP	60/ 60		
Ability		Attack	5x ... 76
Str.	...30	Attack%	...96%
Agil.	...23	Defence	2x ... 32
Vit.	...27	Defence%	...42%
Wis.	...12	Mag Def	0x ... 6
Will	...12	Mag Def%	... 8%

OVERWORLD AND UNDERWORLD MAPS

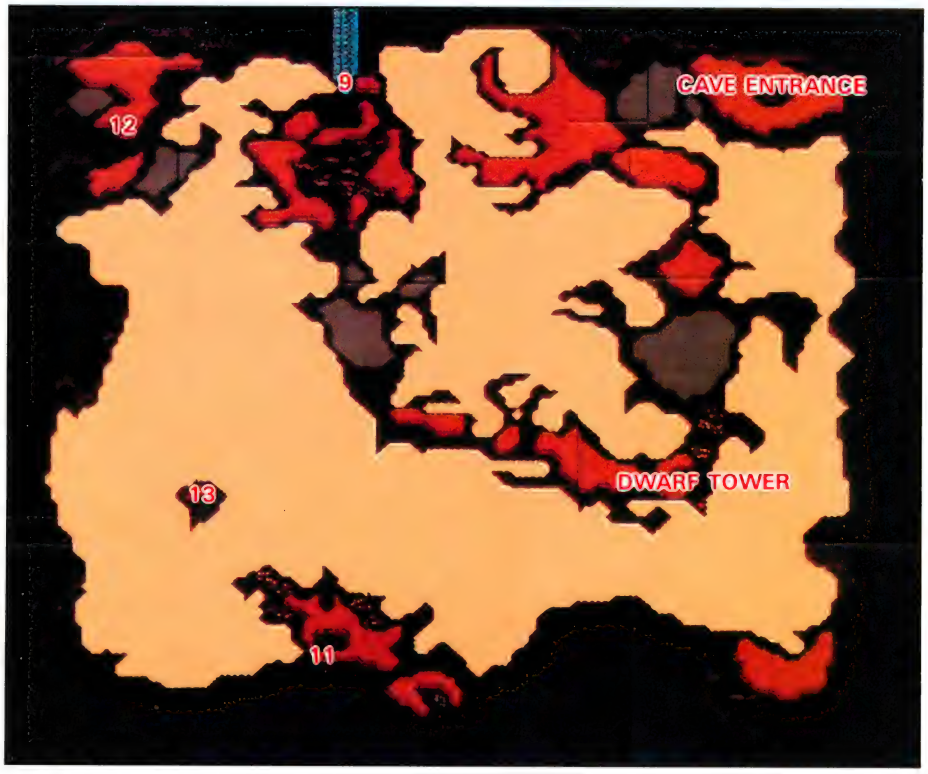
The world of Final Fantasy II is vast. It pays to know where to go and how to get there. Follow the maps below and visit the numbered areas in order. You'll find area descriptions and the enemies that you'll encounter there on the following pages. Approach these challenges cautiously and be ready to fight.

THE OVERWORLD

Most of the game takes place in the vast Overworld. Here you must pass through deserts, climb mountains, sail the seas and all the while fight off the monsters that have been taking over the countryside since the loss of the magic crystals. Here too you will find towns and castles where people live. Many people will help you, but others may stand in your way. Be wary of strangers, but be thorough. Look everywhere for clues to your quest. When traveling by land, take a Yellow Chocobo. While riding this bird you won't be attacked.

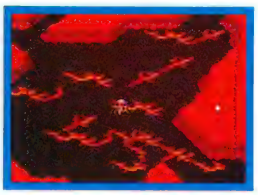


Don't cover every inch. Some lands contain only monsters. Unlike the first Final Fantasy, you won't have to spend lots of time building up levels.



THE UNDERWORLD

The Underworld is much smaller than the Overworld, but it is just as important. Here Cecil and his companions must hunt for the Dark Crystals of the dwarfs. The airship won't do you any good down here, so you'll have to hoof it. You might expect to visit caves, but there is also a great tower that must be conquered. The Tower of Bab-il extends all the way from the underworld to the mountains of Eblan. Beyond this world is one even more distant, for before the game is over, Cecil must journey to the moon.



The Dwarfs need your help to fend off disaster, for the Red Wings and Golbez are waging war in the depths of the world in hopes of winning the Dark Crystals.

DUNGEONS, TOWERS & LABYRINTHS

1: CAVE OF MIST

Cecil and Kain's first trial is in the foggy Cave of Mist. The monsters here are not strong, but neither are your characters at this early stage. You'll have no choice but to fight your way through until you reach the Mist Dragon who blocks the far exit.

MIST DRAGON

There's no point trying to attack a mist, so when the dragon transforms into a foggy cloud, don't waste your time attacking. Kain's Jump is the best attack against the dragon when it is in dragon form.

2: THE WATERY PASS

The Watery Pass is far more complex than the Cave of Mist. Here you will encounter countless creatures of water who are weak against lightning attacks. Fortunately, you'll meet Tellah, who has the Black Magic lightning spells at his disposal. Protect Rydia as best you can.

OCTOMAMM

The fearsome octopus attacks with its eight tentacles, that is until you start lopping them off. Each time you attack, Octomamm will lose a tentacle and some of his strength. Use Tellah's lightning and Rydia's Chocobo.

3: ANT LION'S DEN

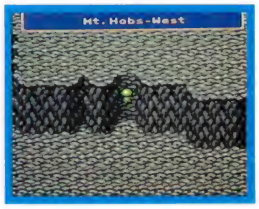
The Antlion's den plunges deep into the shadows and horrors of the earth, but if you want to save Rosa you must go to the very heart of it and defeat the huge Antlion. Edward isn't a lot of help. Try using Sing to see its effect. Rydia's Call magic is handy, but preserve her MP.

ANT LION

The Antlion, according to Edward, was once a friend to man. Now his heart has been poisoned and he attacks with ferocity. If you don't fight, the Antlion may spare you some pain. Use Rydia's magic alone to defeat the beast.

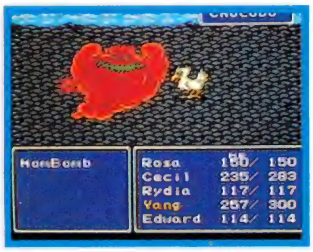
4: MT. HOBS

With Rydia and Rosa, Edward and Tellah, you'll begin the ascent of Mt. Hobs. On the way, Rydia will learn her first Black Magic spell, and further on you'll meet and help Yang, the warrior from Fabul. The Mom Bomb, who inhabits the peak, is one of the strangest of enemies.



MOM BOMB

The Mom Bomb has three forms. When you first encounter it, the Mom Bomb will be rather small and unimpressive. After it loses some Hit Points, it grows into a huge creature. After that it explodes into a ring of many little beings. Use Yang's Kick Attack.



5: MT. ORDEALS

After a misbegotten journey by sea, Cecil finds himself washed up on the beach near Mysidia. In the village he gains the help of the twins, Palom and Porom, and on the hike up the mountain Tellah reappears for the final assault on Milon, the Fiend of the Earth.

MILON

Milon first appears on the bridge at the peak of Mt. Hobs. His initial form is as a wizard, and Cecil's sword is useless against the undead monsters. The second Milon attacks from behind, so switch your party around. Use Fire spells.

6: THE SECRET PATH

Take the Secret Path from Mysidia to Baron, then use the old tunnel to creep into the castle. When you first reach Baron, Yang raises a ruckus at the Inn. You'll have to fight him. Look for dark passages in the tunnel and prepare to meet Baigan.

BAIGAN

Baigan can be attacked in the arms and body. Attack the front arm first, then the body, and finally the back arm.

KAINAZZO

The Fiend of Water is easy to destroy using strong Lightning spells. He takes two forms during the battle.

7: CAVE MAGNES

The Black Chocobo flies you to the forested entrance of Cave Magnes. Inside, Cecil's steel weapons will prove useless. Magic is your only offense, but you can usually run from a fight, too. The Dark Elf keeps the Toroian Crystal at the lowest level.

DARK ELF

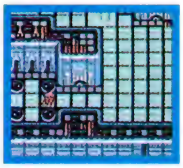
The Dark Elf is a strong magic user. Among other Black Magic spells, he uses Porky and Weak. You'll get two chances against him.

DRAGON ELF

Once Edward plays his music the Dark Elf becomes the Dragon Elf. Now Cecil's sword works, as does Tellah's Weak spell.

8: TOWER OF ZOT

The Tower of Zot stands out as a very modern, high-tech place, but most of the creatures inside are of the usual monster variety. Finding the correct route up the tower isn't too difficult, but defeating the Magus Sisters and Valvalis is tough.



THE MAGUS SISTERS

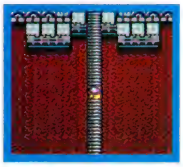
Concentrate your attack on the middle sister, because she can restore her siblings. Use Wall to protect your party.

VALVALIS

Valvalis is the Fiend of the Air. She can be defeated only by Kain's Jump attack and the use of Slow magic.

9: TOWER OF BAB-IL

Underground in the Dwarf Kingdom there is a vast tower—the Tower of Bab-il. This stronghold of Rubicant is under siege by the Dwarf Tanks, which provide cover for you to sneak in. On the highest levels you will find Dr. Lugae and his robotic creations.



DR. LUGAE

Dr. Lugae is not strong, but his robotic companions can withstand most magic attacks with little damage. Bring lots of Cure.

ROBOT

No particular attack strategy will get you past the second robot. Keep attacking and refilling the HP of your party members.

10: ABOVE GROUND

In the Cave of Eblan, above Eblan Village, you'll find Prince Edge of Eblana, a great ninja fighter with many special ninja attack techniques. When you first meet him, he is battling Rubicant by himself. After Edge joins your party, you must face this last of the four fiends later in the tower of Bab-il above ground after Cid returns with the new airship.

RUBICANT

When Rubicant is covered, he will be protected from many attacks, but when he is uncovered use strong Ice spells. Try using Call magic and Rubicant may use Ice on himself. Edge's magic Flame attack may cause Rubicant to give magic to your party.

11: SEALED CAVE

It may not be easy to reach, but this cavern holds a secret and valuable prize. Inside is the second Dark Crystal. Once Asura and Leviathan have been defeated, you may enter. If you are having trouble with monsters, run away by pressing both the Left and Right Buttons simultaneously, but there are some creatures that won't let you run, like the Demon's Wall.

DEMON'S WALL

Use a total team attack against the Demon's Wall. Rosa should use Slow to reduce the hits it inflicts on you and Fast on the party members to increase their hits on the wall. Kain uses Jump while Rydia uses Virus and Cecil and Edge fight.

12: CAVE OF SYLPH

The Cave of Sylph in the dark underground reaches of the Dwarf Kingdom has a big surprise waiting for you. There are no fiends or crystals here, but Yang who seems to have been placed under a powerful sleeping spell. Only Yang's wife can help you wake up her husband, but she is back in the Overworld. Take the airship and seek out Mrs. Yang, then return with her cure to the cave. When Yang finally wakes up, he won't rejoin your party, but he will provide much needed help in the way of a weapon for Edge.

13: LAND OF MONSTERS

The callers won't help just anybody. If you want the King and Queen of the Callers to help you, you must defeat them in the Town of Monsters in the library.

ASURA

Asura can heal herself when attacked. Use Wall magic as part of your winning strategy.

LEVIATHAN

Leviathan's Tidal attack is very strong, so go into battle with full HP for your party members.

14: MOON CAVE

When you finally reach the moon, you'll find that the game is not over. Many caves and the Moon Palace are yet to be explored. There are new dangers to be faced and the ultimate evil. The first dungeon leads to the Moon Palace. Much of the Palace remains off-limits until later. You'll have to explore this area on your own without a map, but look for your final companion, FuSoYa, who is a mighty wizard able to use virtually all White and Black Magic spells. You'll need his help while exploring the moon.

15: BECK AND CALL

Even on the moon you may find a beast who, if tamed, may come to Rydia's Call spell. Look for a circle within a circle left of the Moon Palace to find the Cave of Bahamut. There you must battle Bahamut, who is incredibly strong. If you win, he will be at your beck and Call.

BAHAMUT

Bahamut is one tough terror to tackle. FuSoYa's Megaflare, one of the strongest of all magic spells, will help melt his staying power. Also use the Wall spell on each of your party members to protect them from Bahamut's counter spells.

16: ROBOT

Earlier in the game you battled robots in the Tower of Bab-il. Now you will battle inside the Giant of Bab-il, a robot that is as big as a tower. Here you will find the elemental fiends reunited and aching for revenge.

IT'S ELEMENTALS

Use the same techniques that you used earlier to beat the four elemental fiends.

THE ORBS

Defeat the Healing Orb first, then the Large Orb and, finally, the Attacking Orb.

17: CENTER OF THE MOON

The final dungeon to explore on the moon stretches far below the Moon Palace. This labyrinth is vast, but somewhere within is the final crystal, which is the key to your success and the single hope of the world. FuSoYa leaves you to your own devices, but Kain will return. Here also you will win the Crystal Sword and Armor. Golbez and an even worse evil wait on the bottom level for the final battle, but you may well ask yourself, is this really the final fantasy?

PILOTWINGS

Soar With The Flight Club

The Pilotwings Flight Club offers you high-flying fun without leaving your home. Join up and take off for four fantastic aerial events in a variety of flying conditions.

A SUPER TEST OF THE SUPER NES

Pilotwings is often considered to be a perfect demonstration of the Super NES's graphic capabilities. Rotation and scaling effects are prominent in every event. While you're in the air, you can actually turn 360-degrees, observing objects on the ground from every angle. When you approach your intended target, you'll watch it grow larger as it gets closer with smooth, flowing action and incredible detail. Since you have the freedom to fly anywhere in the vicinity of the ground targets and you're able to see objects on all sides, it's easy to imagine the flight area as part of the three-dimensional world. The result is that you get a real feeling of flight from playing the game.

EARN YOUR PILOTWINGS

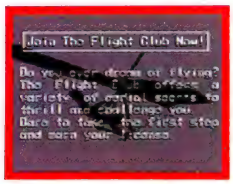
When you succeed in each of the flight lessons, you'll earn a license which will allow you to fly at your own level of accomplishment whenever you return to the game. The number on the flight license serves as your Pilotwings password.

FLY FOUR WAYS

You'll experience four basic forms of flight in Pilotwings. They are hang gliding, sky diving, rocketbelting and piloting a light plane. If you master these forms of flight, you'll also find yourself on helicopter rescue missions and discover three point-producing bonus flights.

YOUR INSTRUCTORS

The four flight instructors are licensed pilots who have logged hundreds of flight hours. Each of them oversees a flight area, giving lessons for novices and experts. You'll begin by learning parachuting and light plane techniques and then move on to more advanced forms of flight.



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LEARN THE BASICS

LIGHT PLANE

The biplane is built for a smooth and steady flight. You'll first learn how to follow a set flight path and learn to land the craft. More advanced lessons will cover taking off, flying through hoops, swooping down under low arches and landing on a slippery runway. You'll find that the most difficult light plane maneuvers are drastic altitude changes and smooth landings.

SKY DIVING

All Pilotwings parachute drops begin at an altitude of 3,800 feet. In the first lesson, you'll have to direct yourself through three rings and land on a sizeable bull's-eye near the runway. As you become a more advanced sky diver, you'll fall through rings which have been placed at greater distances from each other and you'll land on smaller targets, surrounded by water.

ROCKETBELT

You'll experience rocketbelt flight beginning with your second lesson. This experimental contraption can be piloted both forwards and backwards.

HANG GLIDER

You really have to know which way the wind is blowing in order to master the flight of the hang glider. You'll be introduced to this tricky form of flight in your third lesson where you'll learn about the lifting thermal currents. In most lessons, you are required to ascend to a certain height, then perform various other flying tasks and land on a small platform.

BONUS FLIGHTS

In addition to the basic flying events, you can take off for two exciting helicopter rescue missions and three kinds of bonus flights. You'll be sent on helicopter missions after each set of four lessons, but bonus flights will only occur if you carry out difficult landings on small floating platforms.

If you make 100 point landings in the sky diving, hang gliding or rocketbelt events, you'll earn the chance to take off for bonus flights. Helicopter rescue missions will occur after your fourth and eighth lessons.

SOAR AHEAD

While you should try to succeed in every lesson on your own, you can test the air of the advanced lessons and helicopter missions by using the license numbers here as your password. Check out the expert levels, then return to the early lessons to hone your skills.

You'll earn a license number after every successful flying test.

AREA 2	985206
AREA 3	394391
AREA 4	520771
AREA 5	400718
AREA 6	773224
AREA 7	165411
AREA 8	760357
HELICOPTER 1	108048
HELICOPTER 2	882943

AREA 1

LIGHT PLANE

Your first light plane lesson will begin at a height of 300 feet with a straight shot to the landing strip. There's no need to move to the left or right. Just hit the 10 spheres that make up the flight pattern beam and ease your plane onto the runway.

SKY DIVING

The first sky diving event involves dropping through three rings and landing on a bull's-eye. You'll make it through the first two rings effortlessly and the third ring will only require slight adjustments. When you reach a height of 1,000 feet, you'll be given the signal to open the chute. Steer toward your goal and flare your chute when you want to slow your forward movement.

After you drop through the rings, pull the cord and aim for the bull's-eye.

AREA 2

LIGHT PLANE

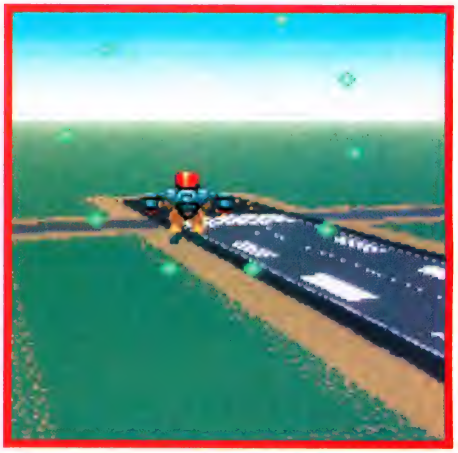
This second lesson on light plane piloting challenges you to fly through three rings at descending heights, then line up with one of two runways and come in for a landing. If you land on the shorter runway, you'll earn more points. The challenge is to line up with the center of the runway in time and to touch down evenly.

SKY DIVING

The sky diving challenge increases in your second lesson. This time, the test will be to fall through five rings and land on a much smaller target, surrounded by water. You'll easily be able to make it through the first three rings easily but the last two will require some adjustments. The landing may be tricky. Be careful!

ROCKETBELT

When you fire up the rocketbelt for the first time, you'll notice that the B Button works for a weak boost and the A Button triggers a strong boost. Once you get used to the controls, try to guide the belt through the three vertical rings near the edges of the field, then take it in for a landing. Press the L and R Buttons for an overhead view of the action and you may be able to land more accurately.



Try to land the rocketbelt slowly and at a low angle. If you just cut power while hovering over your target, you'll come crashing down.

INSTRUMENT PANEL

The instrument panel provides you with information about your current position and craft's condition. Keep an eye on it and be sure to make good flying decisions.

RADAR

Your target, or its general direction, always glows red on the radar. Use it to make a quick and accurate landing. You can also consult this instrument to check which way the wind is blowing.

HORIZON

The horizon instrument lets you know if your craft is even with the ground and if you have had a recent change in altitude. It's a very useful gauge for light plane landings.

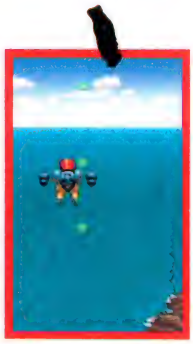
AREA 3

LIGHT PLANE

Your first light plane takeoff will occur in this third lesson. Once you're in the air, your task will be to fly through 15 rings at varying altitudes, then land on a runway which intersects with the one you took off from. It should be a cinch.

ROCKETBELT

The rocketbelt hoops have been replaced by floating sphere columns. The task before you is to hit spheres in the three columns, then land on a small pad in the water. If you land on the moving platform, you'll enter a bonus stage.



HANG GLIDER

Hang gliding can be a tricky event for beginners. The key to success is catching the thermal currents. These warm winds which can lift your glider are represented by wavy vertical lines. In the first lesson, your task is to use a thermal current to lift your glider to a height of 500 feet, then land on a platform at the edge of the island. Flare while you land so that your feet hit the ground.

AREA 4

LIGHT PLANE

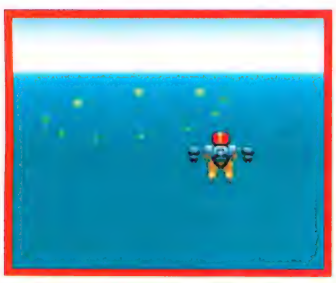
Besides taking off and landing, there's only one major task in this light plane lesson, but it's a tough one. There's a low arch on the field which you'll see while you're taking off. Your task is to climb, turn around and fly under the arch. Then catch some air, turn around again and land.

SKY DIVING

There are eight rings to fly through in this advanced sky diving lesson. If you miss a ring, remember where it is so that you can try to hit it if you go up again. The central part of the target is extremely small. If you can't hit it, aim for one of the four bordering squares.

ROCKETBELT

The three mid-air targets in this area are rings again. The rings are moving very quickly in three different ways. It may take several passes per ring in order to fly through, but if you stick to it, you'll be successful.



HANG GLIDER

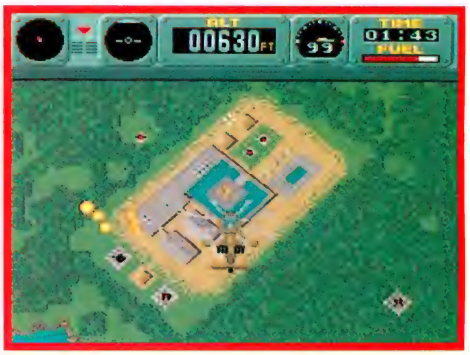
There's a large ring hovering over the field at an altitude of 300 feet. Your task is to pass through the ring twice, then land on the platform under it. As soon as you pass through the ring the first time, catch a thermal current, turn and make your second approach. Then float out for a short distance, turn, flare and aim for the goal.

HELICOPTER MISSION 1

SAVE THE INSTRUCTORS

As soon as your fourth lesson is over, you'll receive a message explaining that the flight instructors are being held at a heliport behind enemy lines. This is your chance to test your flying abilities in a life or death situation. Take off in the Flight Club 'copter and locate the instructors' positions on the radar. Then blast the enemy ground forces and touch down at the heliport.

Several of the guns near the heliport are obscured by trees. Aim the cross hairs in the general area where the shots are originating and keep firing. Eventually, you'll register a hit and be cleared for landing.



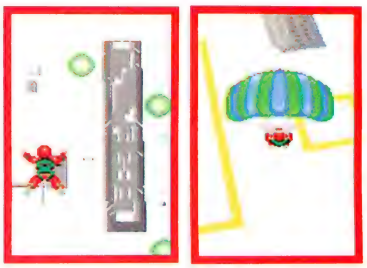
AREA 5

LIGHT PLANE

The fifth lesson takes place on the first field after a big winter storm. The light plane task is to fly through two very small rings in strong winds and land on an icy runway. Be careful!

SKY DIVING

You should be able to pass through all three rings of this test with no problem. The most challenging part of the lesson is landing on one of the two small targets. The smaller target is worth more points.



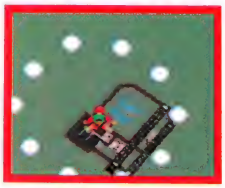
AREA 6

LIGHT PLANE

Rain has recently fallen on the second course, where the sixth lesson takes place. This means that the runway is probably slippery. Your task is to swoop down close to the ground and fly through three arches in a line. Then choose one of two quickly approaching runways and shoot for a no-skid landing.

SKY DIVING

Once you drop through five small hoops, you can land on one of three small platforms in a pool. While you're approaching aim for the platform on the left. If you successfully hit this target, you'll earn 70 points.



ROCKETBELT

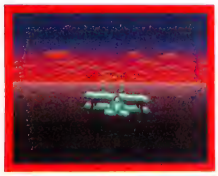
After you fly through the three horizontal hoops in this version of the rocketbelt event, you'll have the same choice of landing platforms as you had in the sky diving event. Go for the 70-point landing.

Change to an overhead view by pressing the L and R Buttons and fly through the horizontal hoops.

AREA 7

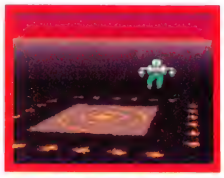
LIGHT PLANE

Strong winds may cause your craft to drift off course. Fly carefully through the hoops placed throughout the course and go for a smooth landing.



ROCKET BELT

Your task in this event is to touch four short columns of spheres and land on a platform in the water. Watch the wind and try to fly low.



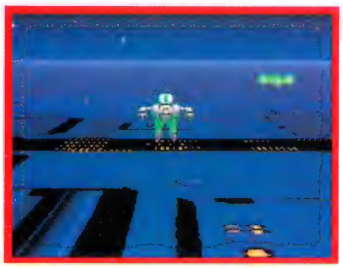
HANG GLIDER

Since the task is to climb to a height of 700 feet in this event, you'll probably have to fly into two or three thermal currents. Once you've made it, head out to sea so that you can lose some altitude, then turn around and come in for a landing.

AREA 8

LIGHT THE WAY

The last lesson takes place after sundown. It's up to you to show your night-flying skills in all four events and score 320 points.



HELICOPTER MISSION 2

FINAL FLIGHT

An enemy syndicate known as EVIL has kidnapped an important government official. Your new helicopter mission is to fly to EVIL Headquarters under the cover of night and pick up the official before some harm comes to him. Destroy the guns on the ground and uncover hidden forces.

NEW WAYS TO FLY

The most exclusive flight events in the Pilotwings Flight Club are the bonus flights. You can enter these events by landing on small floating platforms in the sky diving, hang gliding and rocketbelt events. These 100 point landings are very difficult and take a lot of concentrated practice.

PENGUIN PLUNGE

If you can land on a moving platform in the sky diving event, you'll control a penguin on a diving board leap, aiming for a big bull's-eye below. The control is similar to that of a freefall in sky diving.

BONUS BOUNCE

By landing on the platform which floats around the standard rocketbelt landing platform, you'll have a chance to bounce on several trampoline-like devices for big bonus points. Aim carefully!

FLAP AND FLY

If you can touch down on a small stationary platform in the water while hang gliding, you'll strap on a pair of man-made wings and flap furiously out over the water. If you go far, you'll gain a lot of points.

SIMCITY

Build A Megalopolis With Your Super NES

SimCity from Nintendo gives you all the tools to create a thriving city with hundreds of thousands of residents, towering skyscrapers and thriving industrial complexes.

BIGGER AND BETTER THAN PC VERSIONS

The PC and Macintosh versions of SimCity are considered computer game classics. Now, the Super NES version moves into new territory with features that add to the realism, and to the fun. The programmers at Nintendo used the same models created by Will Wright of Maxis Software, so the old strategies still apply. These models determine how the different zones and conditions of the city influence each other, like the relationship between pollution and nearby residential zones. The most important additions to the Super NES version are the gifts. When certain conditions are met during the building of your city, you receive valuable gifts such as libraries, train stations and much more. Other new features include the Inspection Lens, which allows you to see the level of development of your zones, and Dr. Wright, who can give you useful tips. The city disaster scenarios are included along with two bonus scenarios. You can also wreak havoc on your own city with monsters, earthquakes and other selected unpleasantries.

THE WRIGHT STUFF

Dr. Wright pops onto the screen with advice and news that will help you make the "Wright" decisions. You can also access Dr. W at any time.

THE MAYOR TAKES CHARGE

SimCity is the game of building a "simulated" city or a city in miniature. As the mayor of the city, you have to decide where everything goes. Your main goal is to turn a barren landform into a megalopolis of a half million SimCitizens. Along the way you'll have to deal with all sorts of problems, which may include heavy traffic, high crime rates and citizens who think their taxes are too high. Sound familiar? It should. SimCity models our urban world, putting you in control.

The Voice screen is where you check on your progress. People may leave your city if you ignore Public Opinion.

Not only will Dr. Wright give you good advice about solving problems in your city, he also warns you when a situation starts getting out of hand.

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THE GIFTS OF GROWTH

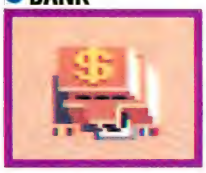
Gifts are received after meeting a particular condition. For $100 you can place the gift anywhere in your city, but the benefits of that gift will be felt only if you place it where it does the most good. Many gifts provide extra income, but some have hidden costs.

YOUR HOUSE

EXTRA INCOME
$ 0

This is your home. When the population reaches 2000 or Town level, the city builds you a house. Place it close to residential zones and they will reach high levels of development.

BANK



EXTRA INCOME
$ 0

The SimCity Savings & Loan appears if your cash falls below $2,000. You can take out a 20-year, $10,000 loan, which you pay back $500 per year. You can have only one loan at a time.

AMUSEMENT PARK

EXTRA INCOME
$ 200

You'll receive Amusement Parks after building 300, 400 and 500 kilometers of roads. They help surrounding residential zones reach their top levels and earn $200 per year for the city.

CASINO

EXTRA INCOME
$300

The conditions for receiving Casinos are the same as for Amusement Parks. In fact, you must choose between them. The negative effect of Casinos is an increase in the crime rate nearby.

ZOO

EXTRA INCOME
$100

The Zoo gift appears after you build one or three stadiums. Build it near Residential or Commercial Zones for the greatest effect. The city earns $100 each year from a Zoo.

LANDFILL

EXTRA INCOME
$ 0

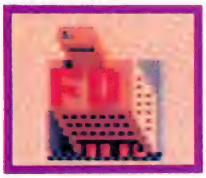
When your open land area is reduced to 150, 100, 50 and 30 acres, you receive a zone-sized piece of land that can be built in the water. Use the Total Screen to check on open area.

POLICE HQ

EXTRA INCOME
$ 0

After building six, 12 and 18 regular police stations, you will receive a Police Headquarter building. Its radius of coverage is one and a half times larger than a regular station.

FIRE HQ



EXTRA INCOME
$ 0

6, 12 and 18 regular fire stations must be built to receive extra Fire Department Headquarters. The coverage of a Fire HQ is one and a half times that of a regular fire station.

LIBRARY

EXTRA INCOME
$ 100

When your city has three, six, and nine schools, you will receive a Library. Residential zones benefit most from a Library. Schools develop automatically on residential zones.

CITY PARK

EXTRA INCOME
$ 0

The large City Park is your reward for building lots of parkland. For every 300, 600 and 900 acres of parkland, you'll receive a large City Park. Build them near commercial zones.

TRAIN STATION

EXTRA INCOME
$ 100

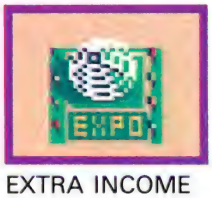
After building 50 and 200 kilometers of mass transit track you'll receive a Train Station. Commercial zones nearby will reach high levels of development, plus you'll earn $100 per year.

WINDMILL

EXTRA INCOME
$ 100

The Windmill is a monument from your Sister City. It is awarded after you have developed 150 total zones. Check the Total screen to see how many of your zones are developed.

EXPO



EXTRA INCOME
$ 100

Once your city reaches a population of 50,000 and has an airport, you will get the Expo. Place it near your industrial zones to help them reach the highest levels of development.

FOUNTAIN

EXTRA INCOME
$ 100

The Fountain is a monument to 50 years of growth in your city. Place it in the commercial district to encourage commercial zones to reach their highest potential levels of development.

MARIO STATUE

EXTRA INCOME
$ 0

This monument commemorates the historic moment when your city reaches the Megalopolis stage—a population of 500,000. The Mario Statue is proof of your skills as a dynamic mayor.

VIEW

The View Model of your city is a gift for becoming a capital of 50,000 people. When you access it through the Info Menu, the View Model comes on screen, showing you an angled view of the city. It has no benefits.

MAX OUT AT MEGALOPOLIS

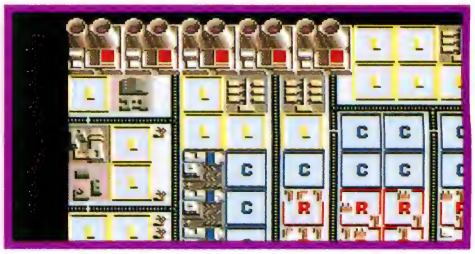
Your main goal is to reach Megalopolis level. It may take centuries of "sim time" and dozens of major renovations. Dedication and experimentation are the keys to success.

PICK A LANDFORM WITH GROWTH POTENTIAL

Picking the right landform is the first step in building a megalopolis. The rule here is that less water is better, because you can't build on water and you need space to pack in those half million SimCitizens. Look for landforms with a single, narrow river without branches or forks. Zones on one side of a river cannot influence the growth of other zones on the far side of a river, so multiple forks tend to limit overall growth. Islands are the most difficult landforms.

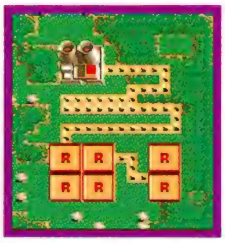
SHOULD YOU USE NUCLEAR OR COAL POWER

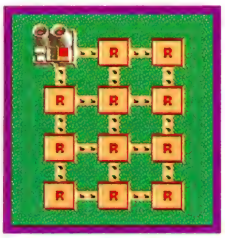
The debate between using nuclear and coal power is familiar to everyone. The benefit of clean nuclear power is offset by the potential disaster of a nuclear accident. Coal power pollutes heavily, but it is cheap. So what is the best choice? In SimCity, the answer is clear. Use nuclear power. Meltdowns are infrequent and you'll build fewer nuclear plants, which saves valuable space.



PRUDENT POWER LINE PLANNING

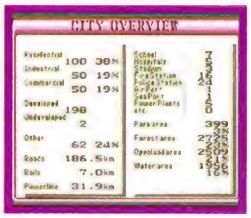
Power lines connect power plants to zones, providing the electricity those zones require if development is to occur on them. Since zones that touch do not require power lines, you can save space and money by building zones next to each other. To further save space, place power lines over roads or mass transit tracks when connecting separated zones.





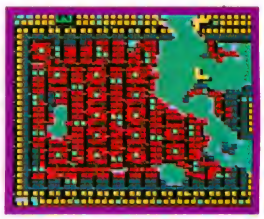
BALANCING ZONES FOR BALANCED GROWTH

The first thing to realize about SimCity is that every action influences everything else in the game. If you build an industrial zone, it affects your commercial and residential zones in a number of ways. The number of jobs increases, which increases population and the demand for residential zones, and in turn the demand for commercial zones also increases. The best balance ratio is 2:1:1 (two residential zones: one industrial zone: one commercial zone), but early in the game you'll need more industrial zones than commercial zones. That will change later.



NO ONE WANTS TO LIVE WITH SMOG

Pollution is one of the main problems in our modern cities. It is also a chief problem in SimCity. The major sources of pollution are industrial zones, coal power plants, airports, seaports and traffic. Pollution greatly affects the growth of residential zones, because no one wants to live where they can't breathe—even SimCitizens. Reducing pollution sources near residential zones is therefore vital to the health of your city.



PLAN YOUR STREETS AND BE A ROAD SCHOLAR

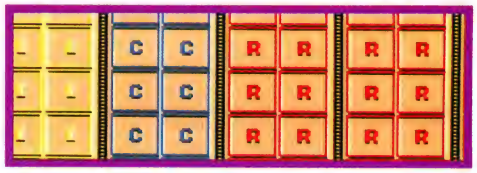
SimCitizens like to get around. They like to drive their SimMobiles to work, to do the shopping, and to the ballgame or zoo. To avoid future problems, take some time to plan your roads. Traffic is heaviest between developed residential and industrial zones. Roads that curve and intersections tend to choke that traffic, making it even worse. Build straight roads between residential and industrial areas with commercial zones in between. Building extra lanes and alternate roads won't help.

MASS TRANSIT IS THE ANSWER TO THE FUTURE

Traffic has become horrendous and pollution is choking the city. What ya gonna do? Ghostbusters won't help, but mass transit will. Mass transit eliminates traffic and doesn't pollute. Replace the busiest roads with mass transit tracks. In fact, to reach the highest populations, you should replace all roads with tracks. This strategy may not be realistic, but it works.

CUNNING STRATEGIES TO MAXIMIZE YOUR SPACE

The following tips will help you reduce wasted space that could be better used for building new zones. First, don't build roads or tracks all around a zone. If a road touches one side of a zone, that's all you need. Second, build blocks of the same type of zones so they can reach the Top level. Since two zones are required to make a Top, build blocks in multiples of two. Third, build roads and tracks over water wherever possible. It costs more, but saves valuable land.



MOVING UP AND AWAY WITH AIRPORTS & SEAPORTS

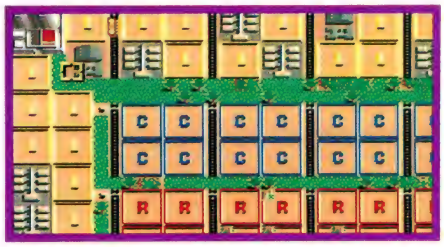
By the time you reach Capital level you should think about building both a seaport and an airport. The seaport helps your industrial zones max out, while the airport affects the growth of commercial zones. The seaport should be built close to your industrial zones, which adds to the pollution. The airport pollutes heavily and causes airplane crashes at fairly regular intervals. Place the airport near the water, on a peninsula or in a corner of the landform to reduce the effects of crashes and pollution.

EVEN MORE CUNNING MAXIMIZING STRATEGIES

Although it may look funny away from the water, you can build the seaport anywhere on the landform. Another space-saving strategy is to wait until a residential zone develops three single family houses along one side, then bulldoze the houses and quickly place a new residential zone over the cleared area. Similarly, if a fire destroys part of a public building, build a new zone over the destroyed area.

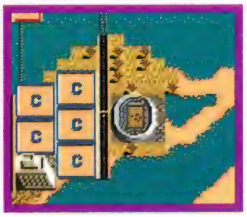
KEEP YOUR CITY GREEN AND REAP THE BENEFITS

Green is beautiful. It is also practical in SimCity. Parklands add to the land value of nearby zones and can help reduce pollution along crowded roads. In neighborhoods of industrial zones where crime rates tend to soar, added parks will increase the land value, which in turn decreases the crime rate. By placing parkland between industrial zones, you can create a peaceful, beautiful city.



GIVE THE FANS THE STADIUM THEY DEMAND

The Stadium is an option, but when your population reaches 20,000 SimCitizens, the people begin to demand a Stadium. It is best to give them what they want, but you can also benefit your city by locating the Stadium wisely. First off, the Stadium helps raise residential zones to their highest levels, so you should build in a residential neighborhood. Second, since the Stadium causes traffic problems on surrounding roads, use mass transit instead of roads as a means of connecting it to the city.

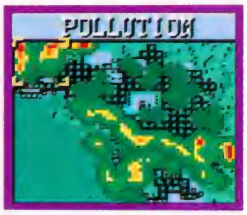


THE GIFTS THAT KEEP ON GIVING

Many gifts return a modest income to the city every year, but they also help develop zones that might otherwise remain at low levels. Gifts are special in other ways, too. You don't have to connect a gift to a power source for it to provide its benefits. Gifts don't have to be along a transportation route, either, unlike regular zones that need power and transportation links.

CLEAN UP THE FIVE TOP SOURCES OF POLLUTION

How do you clean up your town from the stifling effects of pollution? First, identify the largest sources of pollution. Coal power plants, airports, seaports, roads, and industrial zones might all be to blame. Replace coal with nuclear power and roads with mass transit. Make sure you have only one seaport and one airport. Locate industries near the edge of the landform. Since pollution radiates evenly out from a source, you can reduce industrial pollution by placing zones along the edge of the city.

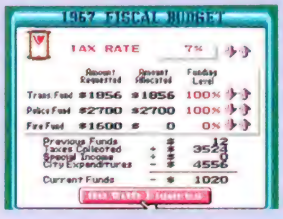


THE TRAGEDY OF TAX INCREASES

SimCitizens are like other people—they hate taxes—so it is in your best interest to keep the tax rates low. If you need money and raise the tax rate, SimCitizens may start to leave town, which decreases the amount of taxes you can collect. The tax rate is set automatically at seven percent, but five or six percent is even better. If you need more money than your tax collecting provides, use the SimCity Savings & Loan. You might also consider leaving the game running overnight, but make sure to destroy your airport so that planes won't crash and destroy your city.

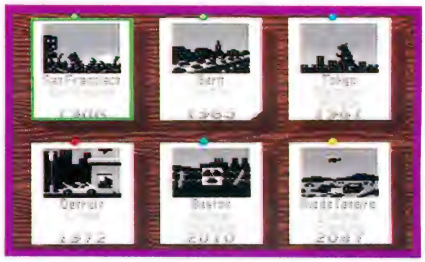
FOR THE MAYOR WHO WANTS EVERYTHING

If you're one of those mayors who wants to have it all, try this trick. Spend all your money and wait until December. When the Tax Screen pops up, press the L Button, hold it, and leave the screen. Immediately return to the Tax Screen and raise all the funding levels to 100% while continuing to hold the L Button. You should now have $999,999! If your city is already in progress, achieve a negative cash flow by reducing the tax rate before following the steps above.



THE SCENARIO GAME

In the Scenario game, you become the mayor of a major city, which is about to undergo some disaster. You'll have only a limited time to prepare for the disaster and to correct the city's many problems. Your cash is also limited, so you must make fast, economical decisions to get your city back on its feet. There are six scenarios in the game, plus two bonus scenarios, which appear if you beat the first six. In addition to the primary disaster, each city is plagued by other persistent problems that must be corrected if you are to win the scenario and escape impeachment.



SAN FRANCISCO 1906

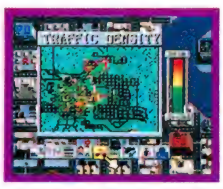
The big problem about to heat up San Francisco is the great fire and earthquake that virtually wiped out the city at the beginning of the century. Making matters worse, San Francisco's Fire Department is entirely inadequate to meet the disaster. The city has only two fire stations, and both of those are in the heart of the city so that outlying regions have no coverage at all. Crime is also a major problem in the city before the big quake hits. Your first job as mayor is to beef up the Fire Department and to insure that power is reconnected after the quake. The best strategy is to build a Fire Station beside each power station. After the quake, most of your power plants will have survived, so just reconnect power lines to zones that are off the grid. Where fires continue to burn, bulldoze all buildings, zones, parks, roads and other structures adjoining the fires and let them burn out. The crime problem is mainly in the eastern industrial areas. Build new police stations there and add parks in the open spaces.

TOKYO 1961

The fictional disaster in Tokyo is a rampaging monster attracted by high levels of pollution. Bowser, King of the Koopas, appears from the sea, stomps about on land, crushing buildings, cutting power lines and generally making a nuisance of itself. In the wake of the monster's destruction many fires will start and huge areas of the city will lose power. Your first job is to control the damage by bulldozing firebreaks and reconnecting power lines. Once the fires are out, the real job begins. Tokyo's industrial areas must be restructured so that less pollution clouds the city. Using nuclear power is one option, but it is expensive. The worst location in the city is the northwest corner. Both the airport and a string of coal power plants add to the pollution. Replacing some of these plants will help reduce the pollution. Eliminate poorly developed industrial zones and reduce city spending by bulldozing redundant roads. Watch your crime levels, too. You have only five years to set things right.

BERN 1965

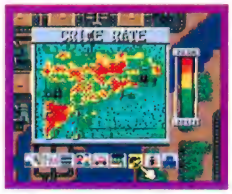
Bern doesn't have the horrendous problems of most of the other scenario cities. What Bern does have is a terrible traffic jam. The problem is magnified by the presence of useless roads that lead nowhere but are expensive to maintain. If the traffic problem isn't fixed, the Bernese motorists will start taking matters into their own hands and the crime rate will increase. As you might have guessed, this city needs mass transit in a bad way. Use the maps to identify the worst traffic areas, then replace those roads with rails. The grid system of streets looks daunting, but remember that a zone need only have one transportation link. Eliminate as many redundant links as possible while trying to cover as much territory with mass transit as time and dollars allow. Combining zones into blocks is another way to reduce the inefficiencies of Bern, but it can be expensive. Take a moment to plan where you will make your changes before using the bulldozer. You have ten years to solve the traffic mess.



DETROIT 1972

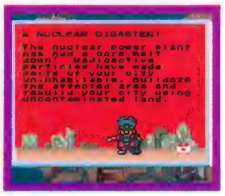
It's 1972. Gas prices shoot up and car sales fall. Detroit is hit hard. People lose well-paying industrial jobs and the crime rate is out of control. Detroit becomes a nightmare and people start to leave. As mayor of Motown, you must bring the crime rate down and find a way to attract industry to the city.

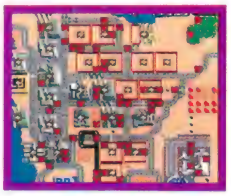
The huge industrial area from the southwestern part of the city up to the northern area has virtually no police protection. Start adding new police stations and parks throughout the area. To make matters worse, there's bound to be shipwrecks along the Detroit riverfront. You can also eliminate roads that parallel mass transit tracks. This reduces traffic and saves money. Move the stadium near a residential area to help that area grow. Bulldoze undeveloped zones in depressed areas and add parks. With only ten years to prove yourself, you'd better get started.



BOSTON 2010

The Boston Scenario takes place in the future and presupposes a nuclear accident that leaves a large section of the city contaminated with radioactive fallout. You'll have to relocate industries and power plants to safe parts of the city and rebuild in just five years. Of course, you can play it safe by eliminating the city's three reactors before they blow up. As soon as you leave the message that tells you about the scenario, push the L Button and Start. While holding the L Button, destroy the three reactors, then let go of the button and rebuild the plants. Although there won't be a nuclear meltdown, you'll still have to deal with crime and other mundane problems. If you play it straight, bulldoze public buildings, roads and rails in the contaminated zone so they don't continue to use money. Build new industries in the north and west at the edge of the landform. Work fast, but plan ahead.





RIO DE JANEIRO 2047

Rio de Janeiro falls prey to the effects of global warming in the year 2047 when monster floods ravage the city's waterfront areas. Most susceptible to damage are areas that have little development, or none. Look for fires caused by the high waters. The best flood fix is to put the game on Pause and go crazy with the parks icon, making your shoreline green. Even with the rising waters held at bay, however, and in spite of bad puns, Rio faces minor flooding and other serious threats including crime and pollution. You'll also need to build a new power plant due to chronic brownouts, and that is expensive. Cutting redundant roads can give you some relief from high city expenditures, but you may have to raise taxes or reduce funding levels. Unlike other disasters, the flooding can reoccur several times, so a mayor can't become complacent. You have ten years to fix Rio, but this is one big mess.

BONUS SCENARIOS

If you manage to stay in office during the six previous scenarios you'll be ready for the biggest test of all. The ultimate disaster is waiting for you in Las Vegas. If you handle that, the final bonus city lets you maximize your building in a land without rivers.

LAS VEGAS

The Las Vegas scenario has a disaster from out of this world. In fact, UFOs come screaming in to zap the Vegas Strip. After the initial attack, which you can't defend against, the clean up is pretty much the same as with the previous scenarios.

FREELAND

Freeland may look like a picture of Mario, but it is entirely coincidental that the forest areas have grown in the shape of the world's greatest plumber. Without rivers or lakes, this landform has the greatest potential for creating a megalopolis.

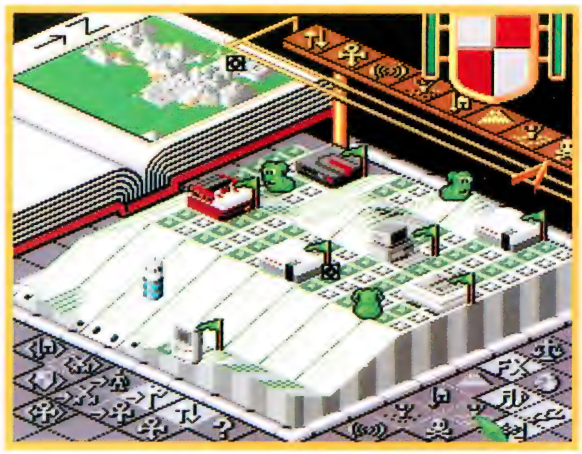
POPULOUS

Become The Master Of Worlds

Civilization may never be the same again. In fact, it may never be at all unless you raise your people and destroy the evil Walkers who want to destroy you.

SUPER NES POPULOUS HAS NEW LOOKS

Promote the growth of primitive civilizations and take on evil armies in Acclaim's adaptation of the PC hit Populous. If you're a fan of the PC version, you'll enjoy the challenges of several new worlds with strange and severe landscapes. Bit Plains is one of the most outrageous, for it is a world made up of Nintendo hardware systems. Newcomers to the game will love the variety of such nutty places as Piggy Land. The unique play screen with its icon controls and scrolling map hasn't changed from the sophisticated PC version, but the stereo sound effects are super chilling. There are 989 worlds to civilize.

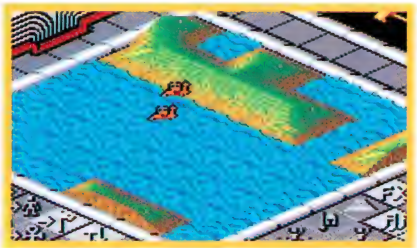


On the Custom Screen, you can make a computer opponent who develops more slowly or who won't attack. Other options include customizing the land for bottomless swamps.

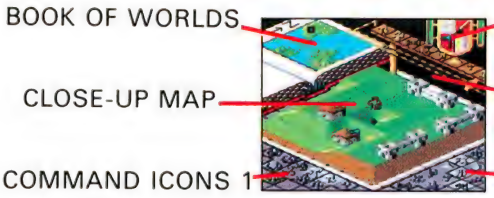
BUILDING A CIVILIZATION

The world of Populous seems simple on the surface, but the process of raising your population from neolithic primitives to medieval castle builders is full of challenges. The idea is to create flat land for agriculture. If large agricultural areas are created, large dwellings can be built and you can support more people. In turn, those people can settle new land. The conflict arises from the evil population inhabiting the far side of the world. When the two populations meet, there will be war.

Raise or lower land to create large flat areas, which spur rapid development.



Natural obstacles and disasters like floods can be as dangerous as enemy Knights.



BOOK OF WORLDS

The Book of Worlds shows the world of the current game. You can see both good and evil populations.

INFO SHIELD

Check the status of the good and evil populations and the Shield Bearer at a glance.

CLOSE-UP MAP

This is where the action takes place. Monitor your Walkers, Knights and the movements of your foe.

MANNA BAR

The level of Manna determines which miraculous actions you can take such as causing a flood.

COMMAND ICONS 1

Using these icons you can directly command your population to move, fight and settle new lands.

COMMAND ICONS 2

Game options are controlled by these icons. You can access menus or cause havoc with disasters.

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TIPS ON MAKING A BETTER WORLD

Making the world flat is not the only measure of success. The following tips offer valuable advice for newcomers to world creation.

LEARN THE QUICK COMMANDS

Events can occur rapidly in Populous, especially after the game has progressed beyond the early struggle. To keep up with the pace, use the quick controller commands rather than the slower cursor and command icon method. The game manual lists all the quick controls.

VIEW THE OPTION SETTINGS

Knowing what can happen in your world is the first step in planning what will happen. When you begin a game, look at the game settings. Determine the conditions, such as if swamps are shallow or bottomless or if water is fatal. Look at your population and the evil population and what conditions limit them. If the enemy doesn't have control of earthquakes or floods, for instance, you might not worry about lowering the land to just above sea level.

GET THE PEOPLE INVOLVED

In worlds where populations increase at a slow rate, the people may go into their huts and refuse to come out no matter how much nice flat land you create. You may have to give them some inducement to leave and go settle distant areas. One method to get the people on their feet is to destroy their homes. You could use an earthquake, but that is rather drastic. Instead, try lowering or raising the land adjacent to their houses, then use the Settle Command.

CREATE STRONG KNIGHTS

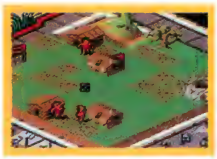
You can turn your Leader into a Knight if you have enough Manna, but you can make stronger Knights if you first make stronger Leaders and Walkers. Use the Gather Then Settle command to strengthen your Walkers and Leaders before turning the Leaders into Knights. Look at the Info Shield to check on the strength of a Walker. If he is strong, make him the Leader, then he will become a stronger Knight when you use the Knight command. Gather Then Settle also commands Walkers to combine with Knights to further strengthen them.

STRATEGIC FLOOD CONTROL

Knowing what your enemy might do can tell you what you should do. For instance, if the evil master has the ability to create floods, you don't want to build large flat areas at sea level where your population can be wiped out. Instead, flatten the highest areas and build upwards to create high plateaus. Your population will be safe, at least from the threat of floods.

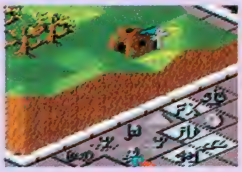
MAKING THE MOST OF EARTHQUAKES AND SWAMPS

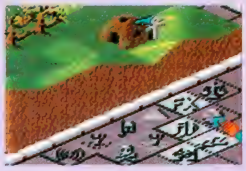
Earthquakes can damage a large area of the enemy's flatland, but the damage is relatively easy to repair, which is why you might consider using one to stir up your own population. Swamps can be used as blockades or as traps. Your people can't readily tell the difference between swamp land and regular land, and they walk straight in and get stuck. Try surrounding the enemy Leader or Knights with swamps, or lower the land into the sea.



THE STAGE SELECT CODE

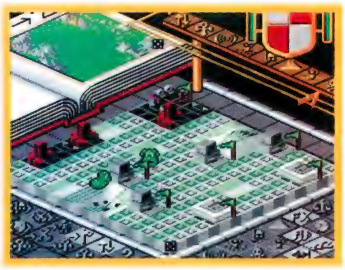
The following Stage Select Code can give you access to any world from the Conquest mode. When you reach the playing screen, activate the Pause icon then move the cursor over the map area of the screen. Now press the L Button and hold it as you press the A Button. Release those buttons. Press and hold the R Button, then, in turn, press and release the Y, B, X, A and Select Buttons. Let go of the R Button and go to the Armageddon icon. When you press the A Button, the Armegeddon icon will not turn red. Now go to the Game Options icon and press A. On the Game Options screen, move the cursor to Conquest and press A. Now you can use the X and B Buttons to move through the passwords that activate the different worlds. As you move through the different codes, note the option settings, which indicate the type of landscape for the world selected plus all of the game settings.





AN ENCYCLOPEDIA OF WORLDS

The variations in terrain don't just add visual interest. Each type of terrain has its own advantages and perils for your population. Some are gentle landscapes that are easy to settle and where populations increase rapidly. Other worlds are severe where Manna increases slowly and your population decreases rapidly when forced to travel. Indicated beside each world is its: I—Rate of Increase, D—Rate of Decrease, or M—Speed of Manna Bar Increase. Build strong Walkers for the harshest worlds.



GRASSY PLAINS

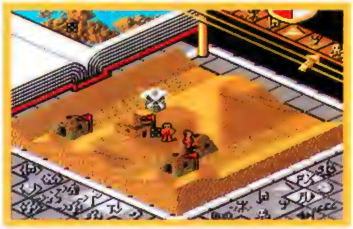
I···2 D···1 M···4

The Grasslands are the easiest worlds for populations. Movement is hindered only by water, swamps and volcanic ridges, which you can eliminate by raising and lowering land. Populations increase rapidly, too, for both you and the enemy. You'll have to make quick decisions.

DESERT

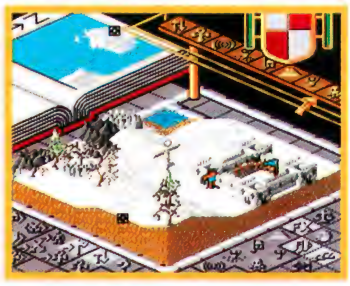
I···4 D···4 M···1

In the desert terrain your Walkers won't survive long on their own. Use the Gather Then Settle command to strengthen them and keep them together. Careful placement of the Papal Magnate also will help. The Manna meter rises very slowly, so you'll have to make do with fewer disasters.



SNOW & ICE

I···3 D···4 M···1

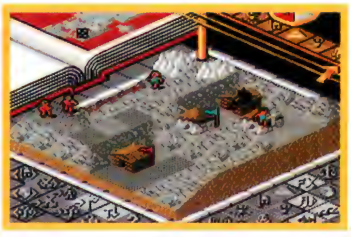


Like the Desert worlds, worlds of Snow & Ice have a negative impact on populations. In fact, the decrease rate is higher than the increase rate. The answer again is to keep people from wandering and to build up the strength of Walkers before sending them out to settle new lands.

ROCK & LAVA

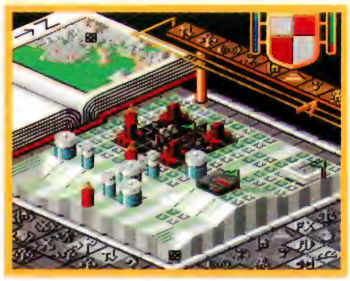
I···4 D···3 M···6

The Rock & Lava worlds are not as bad as they look, at least not naturally. The Manna Bar increases so fast, however, that major interventions will rain down upon you from the outset. For your part, you can send disasters down on the enemy, or you may want to create lots of Knights.

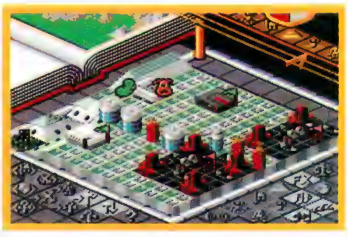


BIT PLAINS

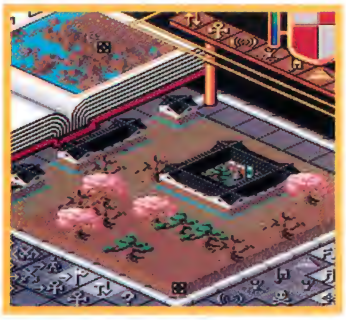
I···5 D···2 M···15



Besides the bizarre terrain where NES Control Decks rise instead of castles, the Bit Plains worlds have the most rapid Manna Bar rating. That means disasters galore and a fast-paced, shoot 'em up type of game with easy terrain for the Computer Bug Walkers who inhabit the world.



JAPANESQUE



I···2 D···3 M···3

This is one of the sharpest looking worlds with its medieval Japanese castles, but it is fairly easy even though the developmental rate is low and the decrease rate is higher than the increase rate. Pay close attention to the abilities of your enemy and let your population wander.

FRANCAISE

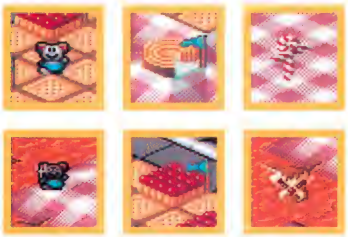
I···3 D···3 M···1

This world of castles and gentle landscapes is easy on Walkers, who can travel far afield. Increase and decrease rates won't cause you any trouble so, as in the Japanesque worlds, the enemy rather than the terrain will determine your strategy. Don't forget to review the option settings.

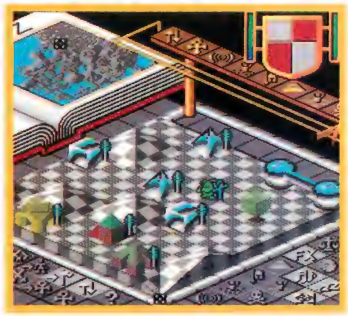
CAKE LAND

I···4 D···3 M···4

In this sweet world your population consists of tiny mice and the icing on the cake is that your increase rate is higher than your rate of decrease. Cake Land makes for easy play so long as the enemy doesn't have the strongest powers like volcano building.

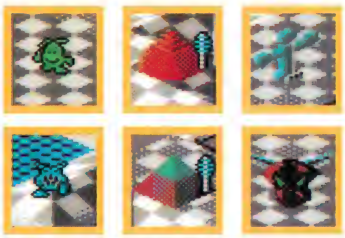


SILLY LAND

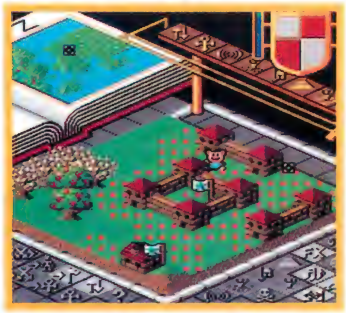


I···2 D···4 M···10

Silly Land is a world of space stations and aliens with a high Manna increase level. The difficult extraterrestrial terrain results in a high rate of decrease, because Walkers quickly tire and expire if they are sent wandering. This may be the hardest of all terrains.



PIGGY LAND



I···3 D···5 M···4

Piglet Worlds look soft, green and inviting, but your population of porkers has a high rate of decrease, and that makes this landscape a real "hamful." Be conservative and build up your Walkers as much as possible before choosing Fight and Settle.

MONSTERS

From time to time you'll see creatures like worms, ladybugs and snails appearing seemingly out of nowhere. These monsters are triggered by the number of times a Walker waves his hand. After a Walker waves one thousand times, one of the monsters will appear. They travel in straight lines and leave swampland in their wakes. Depending on the conditions of swamps in that particular game, the presence of monsters can be very annoying and dangerous.

DRAKKHEN

This RPG Is A Real-Time World Of Fantasy

Enter the Drakkonian universe, where The League of the Ninth Tear battles the Alliance of Fire for control over the forces of Fire, Water, Air, and Earth.

NOW YOU CAN SEE 360° IN THREE DIMENSIONS

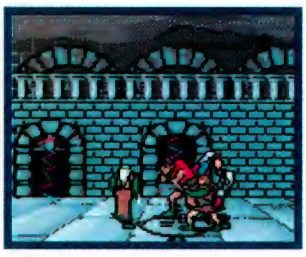
You can stand in one place and turn completely around, or walk toward or away from objects on the horizon. You have complete freedom of choice as to where to go next. Wander where you wish, but do not stray too far from your quest. You must recover the eight gems known as the tears of the Drakkhen. Only then will the power of the four Dragon Kings be broken, allowing peace to return to the universe.

● TIME PASSES

The game is played in real-time, which means that you will see daylight darken into evening, and the sun come up in the morning. Some places can be entered only at certain times of day.

A NEW BATTLE MODE

When an enemy appears, all four of your characters go into battle automatically, and you are reduced to the role of spectator. You can sometimes avoid battle by repeatedly pushing the L and R Buttons, although it doesn't always work. You affect your characters' chances for success by arming them properly and giving them the best possible protective armor. Your chances in battle will also be improved if you customize your characters in the beginning of the game with the create mode. You should carefully match the attributes to the class of character to ensure effectiveness.



DIRECTION

Because this is a 3-D game, it's quite easy to get lost. Fortunately a map and compass have been provided. Just push Start or Select. The map will show your current location as well as the location of the eight castles.

DUNGEON

ANAK

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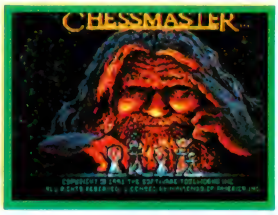
THE CHESSMASTER

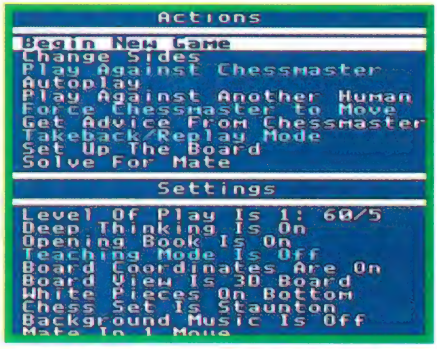
The Game Of Kings Comes To The Super NES

Software Toolworks has improved the chess algorithm and added great graphic effects to make the popular Chessmaster an even more formidable opponent.



THE COMMAND LIST

The subscreen gives you complete control, allowing you to choose the look of the board, the level of difficulty, and the optional settings, even in the middle of the game. Deep Thinking allows Chessmaster to think ahead while you're choosing your move: you can turn it on or off. You can let The Chessmaster consult his book of 150,000 openings or make him play without it.



A CHOICE OF VIEWS

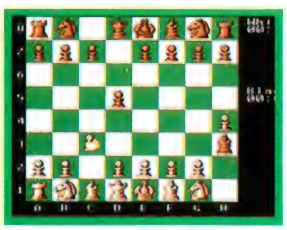
Software Toolworks has made good use of Super NES graphics to give the chessboard a new, user-friendly look. There are four ways to view the board, and you can switch them during play. The classy Staunton pieces give the game a rich look and feel, and the new fantasy mode adds variety. But when the game is for keeps, you may find yourself switching to the War Room mode.

● FANTASY

If you want to try pieces that look like real characters, try the fantasy mode.

● 3-D BOARD

● 2-D BOARD



● WAR ROOM

The 3-D board offers the most realistic view of the game, but the 2-D board makes it a little easier to keep track of your pieces. The War Room board is smaller, but there is more information on the screen, including captured pieces, a list of prior moves, hints, and more.

SKILLS VARY

You can set The Chessmaster to play at a very easy or a very high level of skill. He can give you a good game no matter what your abilities. Players at the Grand Master level use The Chessmaster to practice openings and experiment with end-game combinations. If you are a beginner, The Chessmaster is a patient instructor.

● TEACHING MODE

With the teaching mode on, the Chessmaster will show you all the legal moves for any piece. He can also advise you as to what your best move is at any time. Let him build you into a powerful chess player.

● LEVEL OF PLAY

Newcomer 1 is easiest. As the levels go up, Chessmaster gets more time to think about his moves. In Infinite mode, he will keep thinking until you tell him to move.

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MIRACLE KEYBOARD

Make Music With Your Super NES!

Software Toolworks delivers a sophisticated learning tool and a quality musical instrument in one package. Just add a Super NES and your fingers. Learn to play the interactive way.

THIS IS THE MIRACLE PIANO TEACHING SYSTEM

To make a long story short: it works! The Miracle system uses Artificial Intelligence to create a custom approach to learning that is completely personalized. Just play. It will measure your progress and design exercises to strengthen your abilities as you go. Most of the exercises take the form of games, and as you play you build keyboard mastery without even knowing it.

There's more. The keyboard is no toy. It has 49 full-sized velocity-sensitive keys, 128 digitized instruments and sound effects, sustain pedal, headset, built-in stereo speakers, and standard RCA jacks so that you can connect it to your home stereo. It is fully MIDI-compatible, so that you can plug into other synthesizing devices. This is an instrument that can grow with you, no matter what direction your music takes.

THE MIRACLE KEYBOARD TURNS YOUR LESSON INTO A GAME

Anybody can do it. The lessons are fun and there are several modes and games from which to choose. The exercises it gives you are specifically designed to strengthen your weak spots. Rhythm, notation, sightreading, pedaling, and proper fingering become fun instead of work. The musical repertoire includes 45 songs complete with accompaniment. You can play one or both hands, slow the song down or add a metronome.

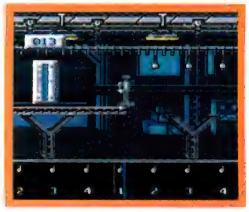
Start up the Miracle System and select a mode. Start with the chalkboard and go to a new lesson, or go to the Practice Room to work on previous lessons.

TOOLWORKS ORCHESTRA

The Toolworks Orchestra allows you to play from a list of songs with full orchestral accompaniment. Included are several classical pieces as well as rock and roll, jazz, and show tunes, and a collection of original pieces by Fred Werner.

ROBOMAN

The game that teaches rhythm. Can Roboman make it through the piano factory before he runs out of fuel? The power plugs hanging from the ceiling will refill his fuel. If you get the rhythm right, he'll be able to grab the plugs.



SHOOTING GALLERY

The fun way to learn musical notation. Remember Duck Hunt? This game uses the same concept to help you associate the keys on the keyboard with the notes on the staff. When you start to get good you get fewer shots. Interactivity makes learning more fun.

RIPCHORD

A revolutionary way to learn chord structures. The screen will show you the chord's root note, and you must hit the correct tonic. If you get it right the parachute opens. If you don't . . . my, the ground is coming up mighty fast!

TM&© 1991 by The Software Toolworks Inc.

SPORTS

RACE ON!

One of the first races held in the U.S. took place on Thanksgiving weekend, 1895. Only two of the more than eighty entries completed the course from Chicago to Waukegan. The winner's average speed: 7.5 mph. The first speeding ticket was issued by a New York City bicycle policeman in 1899. He arrested a cab driver for traveling down Lexington Avenue at "breakneck speed:" 12 mph. Bill Elliott holds the current record for the fastest race to date, averaging 197.802 mph at Daytona in 1987.

F-ZERO 120

HERE'S THE DIRT ON DIRT

When they hold off-road racing events in sports arenas, promoters bring in between 10,000 and 12,000 cubic yards of dirt. That's 25,000 to 30,000 tons! It takes at least ten hours to haul it in by truckloads and another ten to shape it into the approved track design. Event "dirt budgets" can run as high as $250,000.

SUPER OFF ROAD 126

FOLLOW THE BOUNCING BALL

Some golf balls are solid; others have layers of rubberband-like strips covering a center core. If you unwound the rubber material and stretched it out straight, it would reach the distance of two and a half football fields.

TRUE GOLF CLASSICS 138

ACES & DEUCES

No one knows for sure why tennis is scored the way it is, but one theory is that it was tied to the tolling of the clock towers, which marked each quarter hour. Another speculates that it is based on the sixty-sous monetary unit used in France during the Middle Ages. Four coins, worth 15 cents each, made up the sixty sous. When anglicized, the French term à deux, meaning at two strokes to win, became deuce.

SUPER TENNIS 130

BE A SPORT

Scotland is a sporting country. The name "golf" comes from the Dutch "kolf," meaning "games of the club," but Scotland is the site of the world's oldest golf club, St. Andrews, which was established in 1754. In Caber Tossing, another Scottish sport, players attempt to toss tree trunks, or cabers, to show their strength. Golf, of course, has become very popular; Caber Tossing, on the other hand, has not.

HAL'S HOLE IN ONE GOLF 134

F-ZERO

Race Into The 26th Century

Aliens and Earthlings fly over the 26th Century landscape in a high tech blur when the racing machines of F-Zero take to the tracks. Ready yourself for a thrilling ride.

EXPERIENCE SUPER SPEED AND MOTION

Super NES rotation and scaling effects combine for a super realistic driving experience in F-Zero from Nintendo. The behind-the-racer view of the action is smooth and fast moving. You'll actually feel as though you're inside your racing machine as you guide it through the hairpin curves and speedy straights of the challenging Grand Prix courses.

Jumps are also a thrilling experience as your view moves up with the machine and down again for a landing on the move. If your machine jumps the rails and crashes into the futuristic landscape, the view rotates to show you the burning wreckage from all angles. The view also rotates for a first place finish over the computer-controlled competition.

A battery backup built into the Game Pak records your best F-Zero racing accomplishments.

THE FUTURE OF GRAND PRIX RACING

JOIN THE F-ZERO CIRCUIT

High above the cities and wastelands of 26th Century Earth hover the fastest, most dangerous machines known to man or mutant. Their pilots are steely nerved competitors, driven to finish first and make it to the top of the racing heap. You can join in on the action. Choose a racing machine from four advanced vehicles and take off for the 15 futuristic aerial courses of the F-Zero circuit. Finish in the top three and you'll move on to another exciting race.

The tricky tracks of the F-Zero racing circuit are built high above the landscape of future Earth.

RACE FOR THE RECORD

Before you enter the crowded tracks for circuit competition, you should get to know your racing machine and take a few practice laps. The Practice Mode and the Grand Prix Mode both allow you to record your best times.

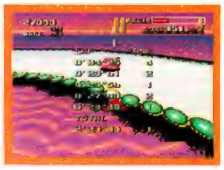
● PRACTICE

In the Practice Mode, you can test seven of the most difficult courses, either in a solo race against the clock or against a rival of your choice. Your best racing times will be written up in the record books. If you do well in practice, you'll be ready to challenge the racers in the circuit and go for the Grand Prix title.

● GRAND PRIX

The three leagues of the Grand Prix Circuit each feature five treacherous tracks. If you finish in the top three, you'll move on to the next course. The last courses in each league are the most challenging. If you finish them, you can try the leagues again with a higher difficulty setting.

EARLY ELIMINATION	
LAP 1	15 MACHINES QUALIFY
LAP 2	10 MACHINES QUALIFY
LAP 3	7 MACHINES QUALIFY
LAP 4	5 MACHINES QUALIFY
LAP 5	3 MACHINES QUALIFY



© 1991 Nintendo

CHOOSE YOUR MACHINE

BLUE FALCON

This all-around sturdy racer has a tough shell, decent acceleration and a maximum speed of 457 km/h. The machine's driver, Captain Falcon, is a fierce competitor and a native of the racing city of Port Town.

GOLDEN FOX

Dr. Stewart's Golden Fox is made of light material which affords his racer the best acceleration in the field. The good doctor comes from a long line of racing pilots. His headquarters are located in Mute City.

WILD GOOSE

Since the Wild Goose is lined with an incredibly thick armored shell, it can take a lot of hits without losing much energy. Pico, the pilot, is an ex-military leader and a native of Death Wind.

FIRE STINGRAY

The Fire Stingray may be relatively slow to accelerate but, once it gets going, there's no stopping this maneuverable machine. Rumor has it that pilot Samurai Goroh put together the Stingray from stolen parts.

KNOW THE TRACKS

LEARN EACH TURN

While the game display does show a map of each course, nothing beats the experience of actually negotiating each curve and obstacle. As you get to know the courses by heart, you'll discover new ways to shave seconds off your racing time. There are several course features that you should know about.

A lack of course knowledge may send you into the rail one too many times, resulting in a serious power loss.

● ROUGH
You'll slow down noticeably if you spend too much time in the gravelly sections of the track.

● MINES
These explosive devices send your machine flying off course and cause major power loss.

● JUMP PLATE
When you launch from a Jump Plate you can catch some air by pressing down on the Control Pad.

● ICE
When you're cornering on the cold stuff, steer steady and don't brake suddenly.

● DASH ZONE
You can speed into a Dash Zone for a quick boost and bolt past the competition in a close race.

● MAGNET
These mechanisms line the sides of some tracks. Don't let them pull you into the rails.

SONIC START

Since the Fire Stingray always starts in the lead-off position, you can use it to get a quick jump over the competition. As soon as the race begins, veer in front of the other machines. A square hit from behind will send you sailing forward.

Veer to the right with the Fire Stingray at the beginning of a race by pressing the R Button and your competition will give you a quick boost.

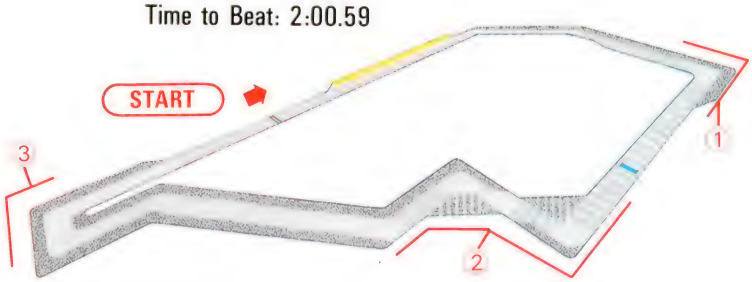
KNIGHT LEAGUE

MUTE CITY I

This first course in the Knight League Circuit features a few simple obstacles which you should learn to avoid quickly and a super fast straightaway on the home stretch. You'll come across several patches of rough terrain on the course and one Jump Plate.

PIT ZONE
ROUGH
JUMP PLATE
DASH ZONE
MAGNET
MINE

Time to Beat: 2:00.59



① ROUGH CURVE

Stay inside when you take this turn. You'll cover less track and avoid the machine-slowing Rough.

② SUPER JET

Engage your Super Jet on this Rough-lined series of curves and bee-line through the whole mess.

③ SLOW DOWN

Hit the Rough on the inside of this curve to stay on course without letting go of the accelerator.

BIG BLUE

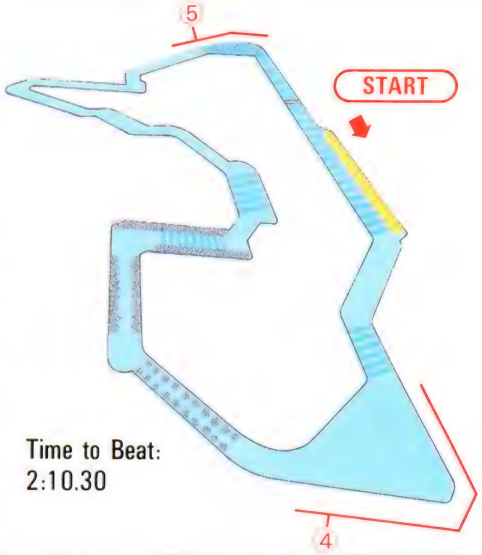
The view is stunning on this race over the water, but don't let the spectacular scenery distract you from the race. You'll find some serious narrow lanes to negotiate and a gigantic patch of slippery ice.

④ STAY INSIDE

If you're following the outside rail on this wide turn, you'll lose a lot of time. Cut in and keep racing.

⑤ DON'T SLIDE

Try to stay near the inside rail on this slippery corner and don't turn too sharply. Then blast off with the Super Jet.



Time to Beat: 2:10.30

SAND OCEAN

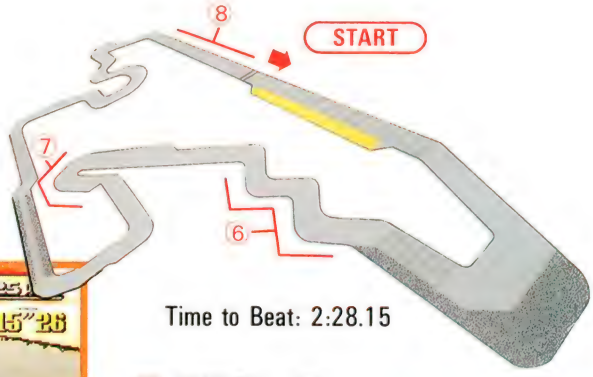
Most of the curves on this seaside course are sharp and narrow. Don't try anything fancy while you're turning and concentrate your passing efforts on the straightaways, where there's room to maneuver.

⑥ SHOOT THROUGH

You don't have to follow the rails in this short series of S-Curves. If there aren't many machines in the area competing for space, you can stay centered and race through in a straight and steady course.

⑦ SHARP TURN

This sharpest curve in the Knight League is very difficult to get through unharmed. Slow down and make up the lost time elsewhere.



Time to Beat: 2:28.15

⑧ SUPER JET

Hit the Super Jet after you come out of the last curve and try to gain on your competitors in the home stretch.

DEATH WIND I

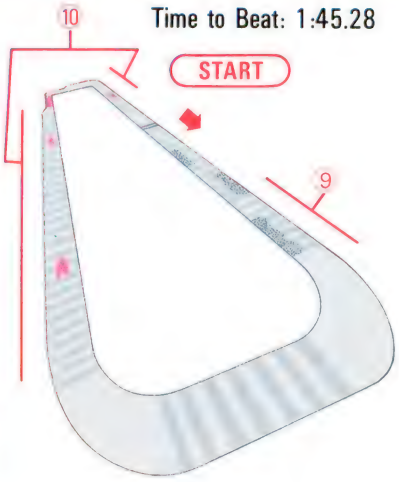
Wind whips through this oval with a fury. You'll notice it when your machine drifts to the left and right in the straightaways. Try to steer against the gale and aim for the center of the track.

⑨ SUPER JET

Blast off with the Super Jet in this straight stretch to minimize the effect of the rough spots.

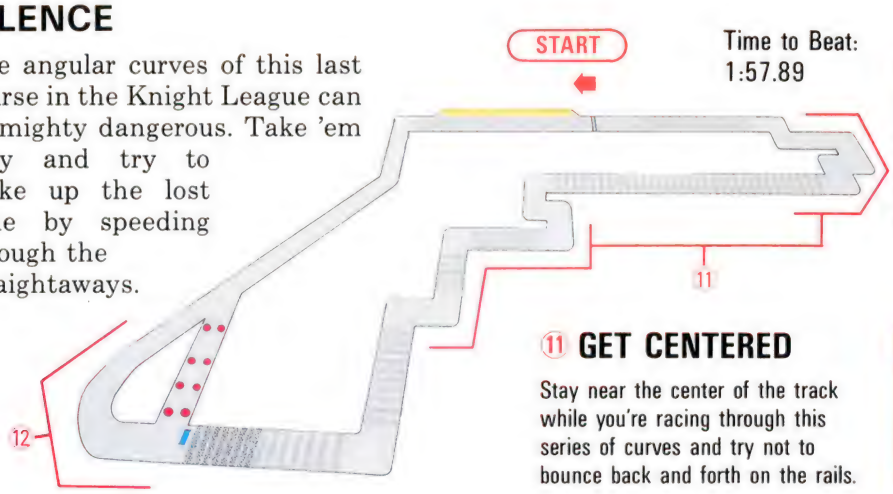
⑩ DASH ZONE BOOST

Stay in the center of the track on the backstretch and aim for the Dash Zones. These powerful plates will send your machine flying at the unbelievable speed of 900 km/h.



SILENCE

The angular curves of this last course in the Knight League can be mighty dangerous. Take 'em easy and try to make up the lost time by speeding through the straightaways.



⑫ MINE FIELD

This curve's short route is littered with railside Mines. Aim for the center or take the long way.

⑪ GET CENTERED

Stay near the center of the track while you're racing through this series of curves and try not to bounce back and forth on the rails.

PIT ZONE

When you hit obstacles, rails and other machines, you'll lose precious energy. Duck into the Pit Zone when you're low and slow down for an energy refill.

RIDE THE RAILS

If you stay near the inside rail, you'll end up covering the shortest amount of track and earn a better time than if you were to weave side to side. Your machine can even touch the rail slightly without being damaged.

Stay close to the rail to shave seconds off your time.

EARN MORE MACHINES

You'll earn bonus points at the end of each lap and a larger bonus at the end of the race if you can keep up with the competition. You could, in fact, net as much as 6,100 points per race by crossing the finish line in first place on all five laps. A 1-Up will be awarded to you for every 10,000 points that you earn.

LAP BONUS	
1st Place	900 Pts.
2nd Place	600 Pts.
3rd Place	400 Pts.
4th Place	200 Pts.

RACE BONUS	
1st Place	2,500 Pts.
2nd Place	1,500 Pts.
3rd Place	1,000 Pts.

QUEEN LEAGUE

MUTE CITY II

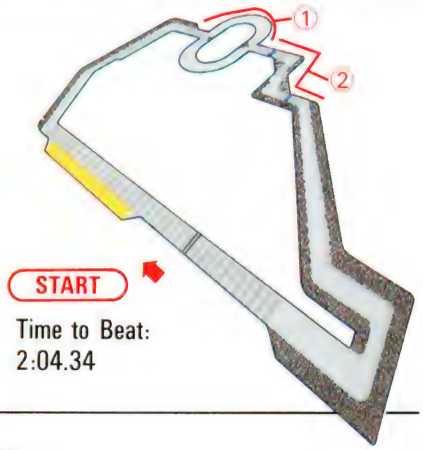
This second take on the Mute City course has the same basic layout as the first, only with more obstacles. The most obvious addition is a huge loop that splits the track before the Jump Plate on the back stretch. You should have no trouble finishing in the top three after a few tries.

① CROWD SHY

The distance is the same on the left and right sides of the loop. Take the least crowded route.

② SUPER JET

Ignore two Jump Plates in this section and hit the Super Jet to blaze through the Rough.



Time to Beat: 2:04.34

PORT TOWN I

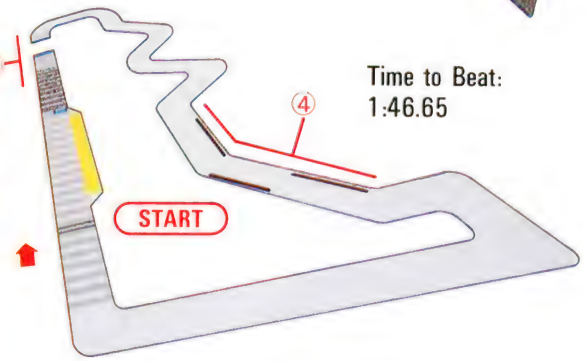
Narrow curves make it difficult to pass on this course. The two tricky jumps and the Magnets on the backstretch may also cause problems for the inexperienced driver. Keep up with the pack or you'll lose them for good.

③ JUMP! JUMP!

You'll encounter two Jump Plates near the beginning. Veer to the right and take off.

④ PULL AWAY

Magnets pull you toward the edges here. Use the L and R Buttons to lean to the other side.



Time to Beat: 1:46.65

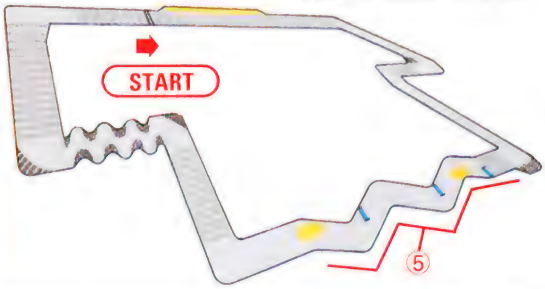
RED CANYON I

Your race over the red rocks will be very fast if you study the course layout. Stay centered on the curvy sections and take advantage of the Jump Plates.

⑤ TRIPLE JUMP

Leap off the three Jump Plates here to keep a straight and steady course. Once you blast off, press Down on the Control Pad to counteract the pull of the Magnets in the track.

Time to Beat: 1:48.58

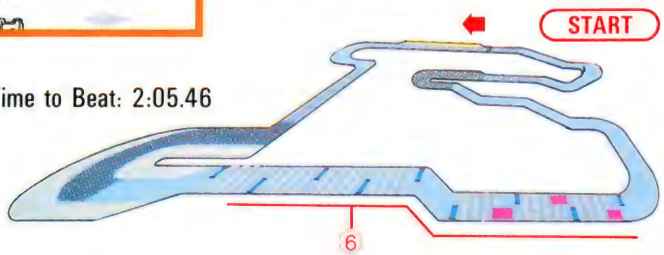


WHITE LAND I

This wintery course may be picturesque, but it's also packed with plenty of slippery traps. Watch for ice!

⑥ UPS AND DOWNS

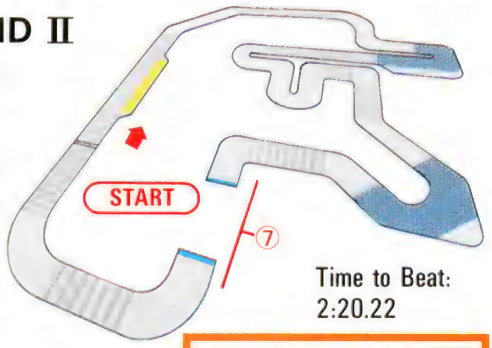
The Jump Plates in this area are followed by strong Magnets. Press Down on the Control Pad as you leap and you won't slow down.



Time to Beat: 2:05.46

WHITE LAND II

The second slippery course in the Queen League Circuit features one tough turn after another. You'll have to book on the straightaways if you slip on the ice.



Time to Beat: 2:20.22

⑦ SUPER JET

You'll have a better chance of making it over the longest gap in the Queen League by engaging the Super Jet before you hit the Jump Plate.

KING LEAGUE

MUTE CITY III

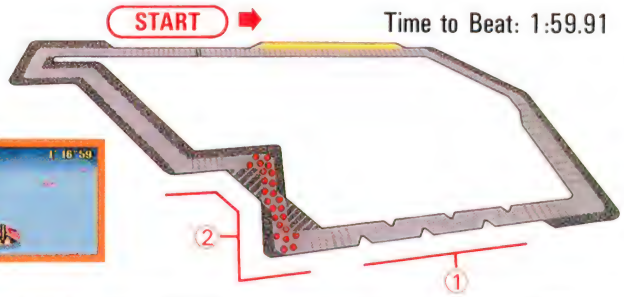
This narrow course is proof positive that the King League is strictly for experienced drivers. You'll have to display superior skills in order to end up as one of the top three racers in Mute City this time around.

① JAGGED EDGE

Center your machine and race between the rails of this narrow straight.

② MINE MANIA

Hit the Super Jet and stay in the Rough to avoid Mines here.

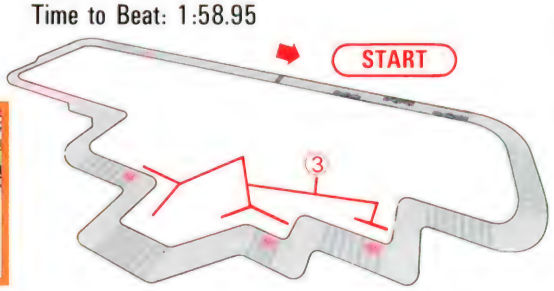


DEATH WIND II

The windiest of cities features super sharp curves in this second go 'round. Use your Super Jet boost to blast through the bumpy sections that are just past the starting line.

③ DON'T DASH

If you hit the Dash Zones on the back stretch you'll probably lose control and barrel into the rail. Avoid them!

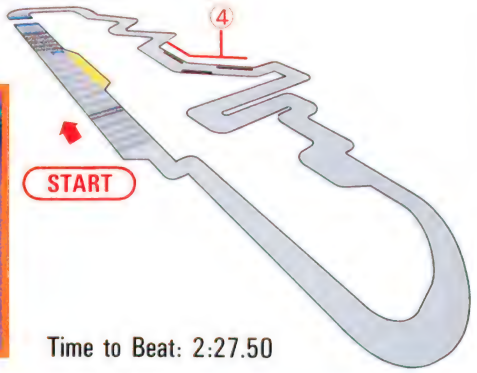


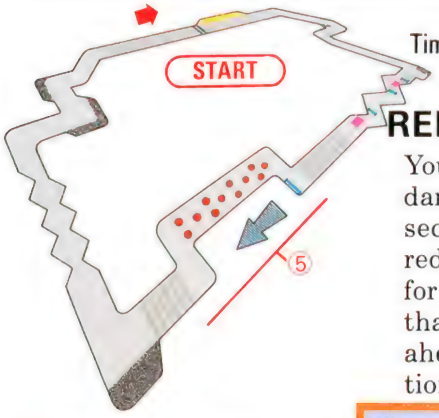
PORT TOWN II

The updated Port Town course features the same dual jump arrangement as the original. If you stay on the right side of the track, you'll do just fine. There's a mean set of curves on the back end. Watch for them and slow down.

④ LEAN AND PULL

Magnets pull left and right in this curved passage. Press the L and R Buttons to lean in the opposite direction and avoid the rails.





Time to Beat: 2:18.83

RED CANYON II

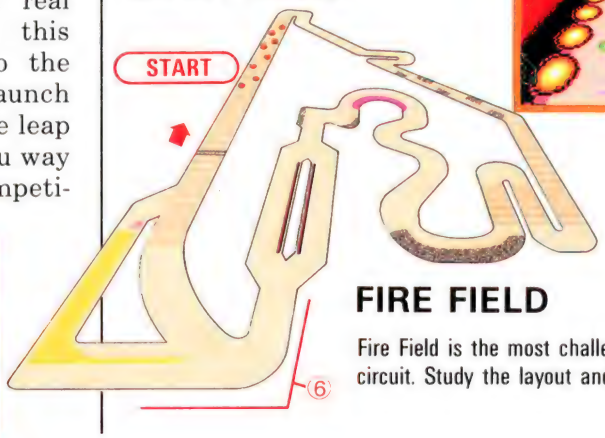
You can be a real daredevil in this second visit to the red rocks and launch for an incredible leap that will put you way ahead of the competition.

⑤ FLY STRAIGHT

Hit the Jump Plate to soar off the track and aim for the huge arrow-shaped Plate. If you make it, the boost will help you immensely.

⑥ LEFT IS BEST

Veer left when the track splits and you'll be able to take advantage of both a Pit Zone and a Dash Zone.



Time to Beat: 3:31.97

FIRE FIELD

Fire Field is the most challenging course in the circuit. Study the layout and drive intelligently.

SUPER OFF-ROAD

Wild Truck Racing Action!

With the release of Super Off-Road, Tradewest unleashes a fantastic game for the Super NES. The graphics and sound really take advantage of the Super NES's capabilities.

BASH YOUR WAY AROUND THE TRACKS

Super Off-Road for the NES pales in comparison to Super Off-Road for the Super NES in graphics, sound and play control. Take a look at the comparison screen shots below. We definitely think you'll agree. Each race, whether you're playing with 1 or 2 Players will always have four trucks on the track. Player 1 is always the red truck and Player 2 is always the blue truck. The gray truck is driven by Mickey Thompson, a champion off-road racer. He has a very fast truck and excellent driving skills when the race begins, so you'll have to gain experience quickly or get left in the dust!

Finally, the yellow truck is the slowest of the bunch and will usually finish in fourth place. Excluding Nitro, if you add an upgrade to your racer, you will not lose it. It doesn't make much sense because your shocks and tires should wear out over a period of time, but they don't.

● NES

● SUPER NES

Detailed graphics are very important in presenting a believable 3-D image in depth and proportion. Super Off-Road's graphics are excellent in that respect.

■ DRIVING TECHNIQUES

LEFT	LEFT TURN
RIGHT	RIGHT TURN
B BUTTON	ACCELERATE
Y BUTTON	NITRO
L BUTTON	SLOW LEFT TURN
R BUTTON	SLOW RIGHT TURN
LEFT+L BUTTON	QUICK LEFT TURN
RIGHT+R BUTTON	QUICK RIGHT TURN

■ TAKE THE CHECKERED FLAG!

First place takes home $150,000. Second place nabs $100,000 and third place claims $50,000. Increase your earnings by snagging money bags along the way if you possibly can!

More prize money allows you to upgrade with better items and upgrade faster than your competitors. The best driver will ultimately prevail.

1 PLAYER MODE

You have to finish in at least third place to continue. If you finish fourth, the game will be over. It'll be hard to beat the quick gray truck, so concentrate on staying in second place.

2 PLAYER MODE

The beauty of the 2 Player Mode is that you can go head-to-head with a friend (or enemy) AND you'll always be allowed to continue because one of you will at least come in third place.

© TRADEWEST INC.

UPGRADE YOUR RACER

It's your decision to buy upgrades for your racer. If you prefer, you can save your money for the next round. This will allow you to buy more expensive items.

NITRO FUEL UNIT

$10,000
UP TO 99

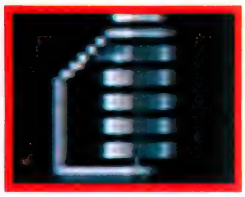
This stuff is a blast! Use Nitro when you need to pass another truck or on straightaways when you need to stay out in front. Using the Y Button will cost you $10,000 a pop, but you can't beat the results.

TIRES

$40,000
UP TO 6

If improved traction is what you need, you'll have to beef up your tires to get it. They are not very crucial when your truck is slow, but when your speed increases, you'll definitely need the upgrade.

SHOCKS



$60,000
UP TO 6

During the course of each race, your truck can and will take a tremendous beating. By upgrading your shocks, the bumps and jumps will be no problem. Being able to take corners faster is an added bonus.

ACCELERATION

$80,000
UP TO 6

A very important upgrade indeed and money well spent! You'll notice a vast improvement in your starting line performance when this upgrade is maxed out. It really helps coming out of tight corners, too!

TOP SPEED

$100,000
UP TO 6

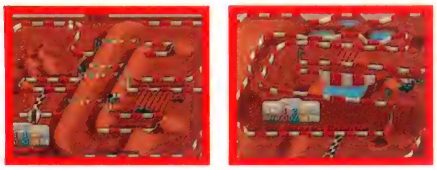
Want to stay out in front of the gray truck? At $100,000 it's costly, but Top Speed is an essential ingredient for successfully taking the checkered flag in off-road truck racing.

ON-TRACK ITEMS

Each of the 16 tracks of Super Off-Road will yield free on-track items. Canisters of Nitro and Money Bags will appear out of nowhere. Run over them to pick them up.

NITRO

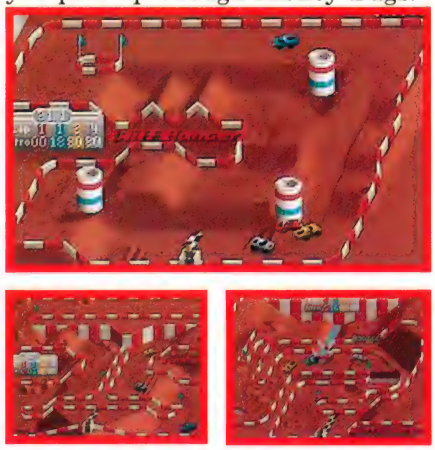
The first time a canister of Nitro appears on the track, it will add one Nitro to the truck that picks it up. The second yields two Nitros, and so on.



Picking up free Nitros is just like picking up Money Bags because you will spend your money on them anyway! On-track items appear at random times, but in the same general area.

MONEY BAGS

The value of each successive Money Bag will increase by $10,000. It's possible to place second and have more total prize money than first place if you pick up enough Money Bags.



With a single $40,000 Money Bag, you'll be able to upgrade your tires once with some to spare.

TOP SECRET

If you want to race all day without ever having to start over, play by yourself in the 2 Player Mode, but just let the blue truck idle. This will guarantee you and your red truck at least a third place spot.

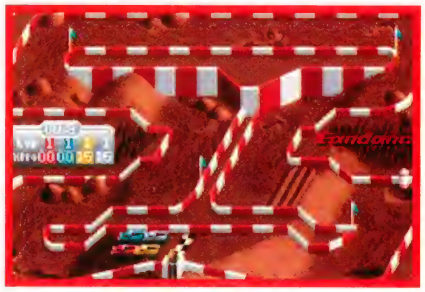
The blue truck always starts in front of the gray truck and will slow it way down.

SIZE UP ALL 16 TRACKS

In the 1 Player Mode, the 16 tracks will come up in the order in which they appear here. It will take you quite a while to see all the tracks in the 2 Player Mode. Most of the tracks will be repeated before a new track is introduced into the lineup, but all of the tracks will appear sooner or later. It's almost impossible to beat the gray truck every time because it's loaded with plenty of Nitro. Concentrate on improving your driving skills, building up your items, and consistently staying in second place. You'll know when you're ready to go after the gray truck! Each track has difficult areas which will put your racing skills to the test.

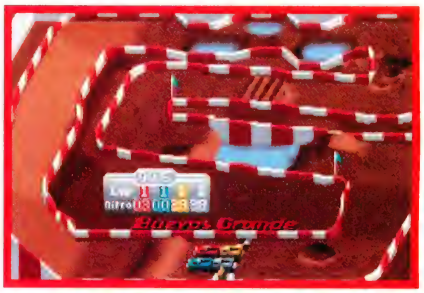
#1 FANDANGO

Use Nitro on the top and bottom straightaways and cut the corners sharp. This is one of the easier tracks to win on and is also an excellent track to sharpen your cornering skills. Money Bags and Nitro usually appear in the corners of this track.



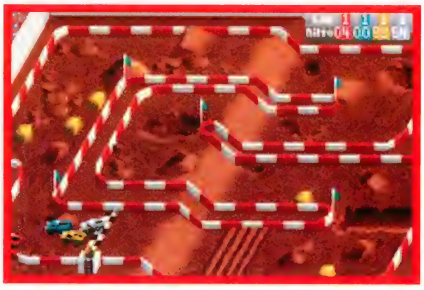
#2 HUEVOS GRANDES

It is easy to max out your speed on this track. Use defensive driving on the straightaways and try to avoid getting stuck in the middle water hole. If you do go in the drink, use a Nitro to get out quickly. Blast your way through the upper water holes or slow down and steer carefully.



#3 SIDEWINDER

This layout features crater-like mud pits which are difficult to get through, especially if your racer is lacking in shocks and tires. Practice your quick turns on the inside corner. You can always gain ground on your opponents by out-cornering them so, master this technique early on.

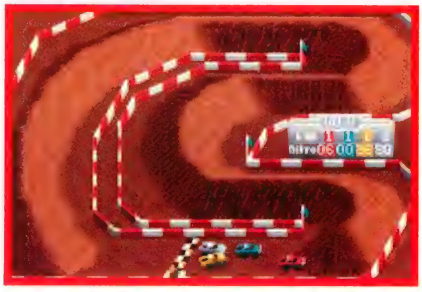


#4 BIG DUKES

Use Nitro if you think there may be a crunch in the mid-section of this track. It's easy to get knocked off course and head off in the wrong direction. Unfortunately, sometimes it's difficult to get turned around again. Using the quick-turn technique comes in handy on those occasions.

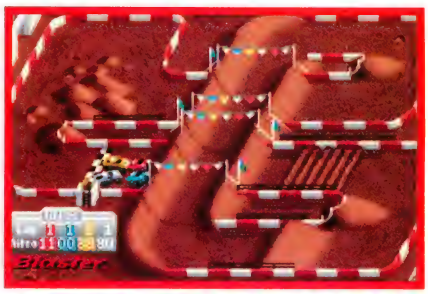
#5 REDOUBT-ABOUT

This is one of the simplest courses and is one of the easiest to place high on. Cut over the top of the hill to get the inside line and to take each corner as tight as possible. The left side of the track has rough terrain so it may be wise to use Nitro here if pressured by charging trucks.



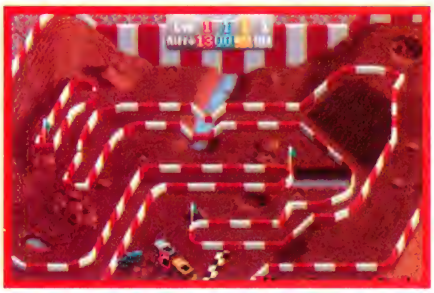
#6 BLASTER

This is a track with an appropriate name! The double crossing sections provide opportunities to get blasted by crossing trucks. Watch out! Be conservative in the use of your Nitro here because it's easy to get bumped and go off in the wrong direction if you aren't in total control.



#7 HURRICANE GULCH

Close quarter racing is in order for this track. Crashes are common. The narrow shortcut on the left side of the track is always the best route to take. You can gain ground here because the other trucks will usually go up and around.

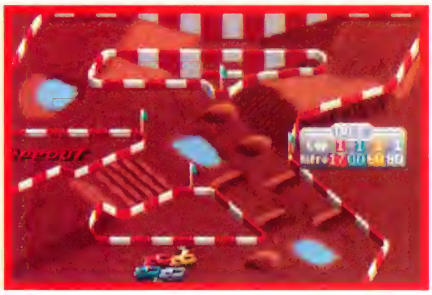


#8 CLIFF HANGER

This course is deceptively difficult because the inner retaining walls are non-existent. You must go around the circular corner markers. No cutting corners! You'll get the most benefit out of staying close to the outside retaining wall in the mid-section of the track.

#9 WIPEOUT

Use Nitro on the straightaways and through the X crossing to get through the giant water hole. Take the upper left and lower right corners very sharply to avoid the water holes.



#10 RIO TRIO

This is a relatively easy track, but it has a lot of water to avoid. Initially you can't see why, but it's best to stay close to the inside retaining wall at the top of the track. You'll avoid the water hole.

#11 LEAPIN' LIZARDS

Use a blast of Nitro on the big ramps to avoid going into the giant water hole in the middle crossing section. Take the upper left corner tight to stay out of the water. Notice the narrow route around the middle water hole.

#12 VOLCANO VALLEY

Launch your truck off the right side ramp with a shot of Nitro to clear the bog in the lower right corner. Use Nitro to power your way over the choppy whoop-de-doos on the left straightaway. Make sure your tires are up to snuff!

#13 SHORTCUT

It's your choice in deciding which route to take. The shortcut has rough terrain, but items usually appear. Keep it tight if you decide to go for the inside route. Utilize the "island" in the bottom right to easily get through the water.

#14 PIG BOG

Wondering which way to go? Play follow-the-leader for the first lap then blast into the lead. The lack of retaining walls makes the Pig Bog tricky. You'll need plenty of Nitro on this track to stay in contention for the checkered flag.

#15 BOULDER HILL

This is probably the toughest track and is very difficult because of the huge columns of boulders which will impede your progress. Memorize a route that works for you and stick with it. You must be lightning quick with your steering fingers.

#16 CUTOFF PASS

It's usually best to take the outside route. Top Speed is helpful here and you can use Nitro on every straightaway. Take each corner as tight as you can. The reason to take the inside route is to pick up some extra Money Bags or Nitro.

SUPER TENNIS

Grand Slam Action

The world of pro tennis is as close as your Super NES with Nintendo's Super Tennis. You can challenge a friend or compete for the top spot in an eight-city circuit.

RACKET-IN-HAND REALISM

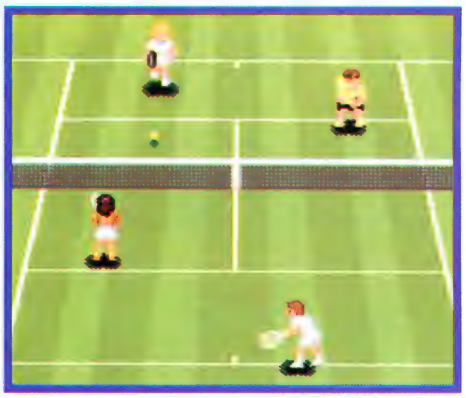
The incredible sound effects and detailed graphics made possible by the Super NES make Super Tennis look and sound like real match play. The additional buttons on the Super NES controller also allow for four powerful strokes right at your finger tips. Before you hit the court, you can choose to control one of 20 awesome players, each with his or her own unique abilities. Then enlist a friend for singles or doubles competition or take on the computer controlled pros on the high stakes circuit. It's the great features and realism that make this game a stroke above classic Tennis for the NES.

● TENNIS

The first Tennis game for the NES featured a one-player singles match or cooperative doubles play for two players. There are five types of computer controlled opponents at varying skill levels.

● SUPER TENNIS

The depth and versatility of Super Tennis bring you one step closer to genuine professional tennis. Digitalized sound and detailed graphics also add a stunning sense of realism.



■ THREE WAYS TO PLAY

You can play with a friend in a singles or doubles match or join the pro circuit and compete with computer controlled opponents for top ranking.

● SINGLES

One player challenges an opponent of his or her choice in a singles match and two players go head-to-head. A match consists of one, three or five sets.

● DOUBLES

In doubles play, a single player joins in a match with three computer controlled players or two players play on the same or opposite sides of the net.

● CIRCUIT

When you join the eight city circuit, you'll take on the most talented players in the world. Victories will net you circuit points which will improve your ranking.

■ THE WAY THE BALL BOUNCES

There are three types of court surfaces in professional tennis. Each of these surfaces make the ball bounce at different speeds and heights.

● HARD COURT

The ball bounces high and fast on a hard surface. You'll have to be quick on your feet to keep up with it.

● LAWN COURT

When the ball hits the soft lawn court it slows down and bounces low. You'll have to be close to hit it.

● CLAY COURT

After bouncing for a medium height and distance off the clay court, the ball travels at a very manageable speed.

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SUPER TENNIS PROS HIT THE COURTS

When you're setting up a match, you choose the players from a field of the top 20 pros in the Super Tennis World. You can also control any of these pros when you join the circuit. Ability ratings range from 1 (lowest) to 9 and A to F (highest).

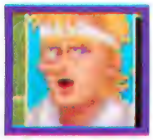
KEY

F.STR= Forehand Strength
LR.SPD = Left to Right Speed
FR.SPD = Front to Rear Speed
B.STR= Backhand Strength

THE MEN

The 10 men that you can choose from are all well rounded tennis players who generally emphasize speed and strength. Brian and Phil seem to have the strongest stats.

BRIAN



F.STR	A
LR.SPD	D
VOLLEY	D
JUMP	A
LOB	D
FR.SPD	F
SERVE	A
B.STR	A

MEYER

F.STR	C
LR.SPD	D
VOLLEY	8
JUMP	5
LOB	D
FR.SPD	C
SERVE	9
B.STR	C

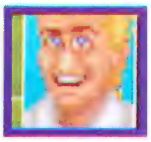
STEVE

F.STR	A
LR.SPD	C
VOLLEY	C
JUMP	6
LOB	A
FR.SPD	C
SERVE	E
B.STR	8

PHIL

F.STR	D
LR.SPD	D
VOLLEY	E
JUMP	D
LOB	E
FR.SPD	E
SERVE	D
B.STR	B

RICH

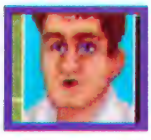


F.STR	B
LR.SPD	9
VOLLEY	D
JUMP	C
LOB	B
FR.SPD	D
SERVE	9
B.STR	9

ROB

F.STR	B
LR.SPD	B
VOLLEY	B
JUMP	6
LOB	A
FR.SPD	B
SERVE	F
B.STR	B

MATT



F.STR	F
LR.SPD	E
VOLLEY	5
JUMP	8
LOB	D
FR.SPD	A
SERVE	C
B.STR	E

JOHN

F.STR	F
LR.SPD	C
VOLLEY	4
JUMP	7
LOB	B
FR.SPD	A
SERVE	B
B.STR	E

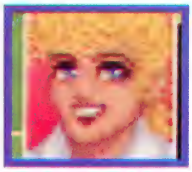
HIRO

F.STR	A
LR.SPD	F
VOLLEY	4
JUMP	5
LOB	A
FR.SPD	B
SERVE	8
B.STR	C

MARK

F.STR	8
LR.SPD	A
VOLLEY	8
JUMP	4
LOB	8
FR.SPD	A
SERVE	C
B.STR	8

THE WOMEN



The one major strength that the women have in common is that they can all hit the ball very easily. If you're just starting to play the game, you may want to choose a woman for hitting ease.

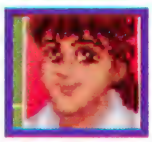
KIM

F.STR	9
LR.SPD	A
VOLLEY	C
JUMP	A
LOB	A
FR.SPD	A
SERVE	B
B.STR	9

LISA

F.STR	9
LR.SPD	A
VOLLEY	B
JUMP	5
LOB	A
FR.SPD	A
SERVE	7
B.STR	A

NANCY



F.STR	9
LR.SPD	A
VOLLEY	8
JUMP	9
LOB	7
FR.SPD	8
SERVE	9
B.STR	9

DONNA

F.STR	B
LR.SPD	D
VOLLEY	7
JUMP	6
LOB	9
FR.SPD	B
SERVE	8
B.STR	B

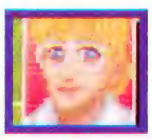
DEBBIE

F.STR	7
LR.SPD	B
VOLLEY	9
JUMP	5
LOB	8
FR.SPD	B
SERVE	7
B.STR	7

YUKA

F.STR	8
LR.SPD	9
VOLLEY	5
JUMP	4
LOB	6
FR.SPD	7
SERVE	7
B.STR	8

AMY



F.STR	B
LR.SPD	C
VOLLEY	8
JUMP	7
LOB	B
FR.SPD	B
SERVE	A
B.STR	9

ERIN

F.STR	8
LR.SPD	9
VOLLEY	6
JUMP	6
LOB	8
FR.SPD	9
SERVE	9
B.STR	7

COLETT

F.STR	8
LR.SPD	9
VOLLEY	4
JUMP	5
LOB	7
FR.SPD	9
SERVE	8
B.STR	8

BARB

F.STR	6
LR.SPD	7
VOLLEY	3
JUMP	4
LOB	5
FR.SPD	7
SERVE	7
B.STR	6

PICK THE PERFECT PLAYER

Any player can become the hottest pro around when you key in a special code. Press the Select Button in mid-match to call up the score. Then, on Controller II, press the Control Pad and buttons in the following order: R, R, Left, Down, B, A, L, L. You'll hear applause. Press the A or B Button on Controller I and several letters and numbers will appear on the screen. Single out each digit with the Control Pad and increase them by tapping the X Button. When all of the digits on the top row are F, your player will be in top form.

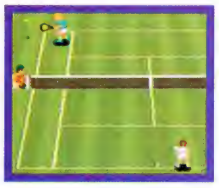
LEARN THE BASIC MOVES

There are four basic strokes that you should master before you join the pro circuit. With an A Button slice, you'll place the ball close to the net. Use a flat, B Button stroke, and you'll send the ball sailing to the baseline. When you hit the X Button for some topspin, the ball will move fast and drop sharply. A tap of the Y Button will execute a high, arcing lob.

ACE THE SERVE

The best place to hit the ball on your serve is the outside corner of the service court, closest to the net. Stay near the center mark of the baseline, then toss the ball in the air and press the A Button along with the outside direction on the Control Pad to make the serve. Once the ball bounces near the sideline, it will fly off to the side, ensuring your opponent will be off balance even if the serve is returned.

Stay near the center of the baseline, then toss the ball and hit the A Button while aiming your serve toward the outside line. The ball should drop over the net and bounce away from the court.



If you serve the ball with the right finesse, it'll hit the outside corner and bounce well out of your opponent's reach. Ace!

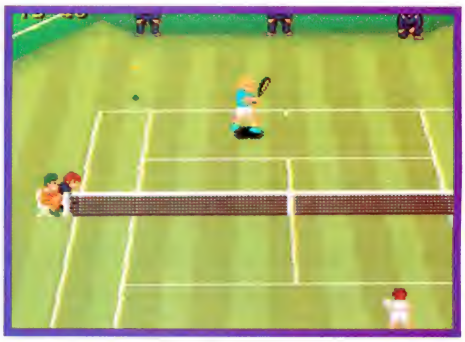
RETURN WITH POWER

Your opponent can try to make a weak serve just over the net or power the ball to the far edge of the service court. You'll be able to guard against both of those strategies by waiting just outside of the service court and readying yourself to move forward if the ball comes in short. Run towards the ball and hit it straight ahead with topspin. Your opponent may not have time to figure out where the ball is going before it's gone.

When your opponent serves, stand at the edge of the service court, ready to run in if the ball drops quickly.

Close in on the area where the ball is about to land and swing as soon as you see it bounce.

Hit the ball straight ahead with an X Button topspin. It'll fly toward the baseline and drop sharply.



If your opponent isn't looking for a ball hit with topspin, you'll probably be able to score this point in the win column.

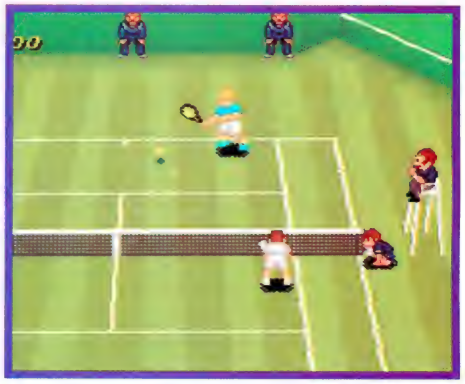
PLAY THE NET

Since it's more difficult to set up a shot while you're running backward than it is while you're running forward, it may seem risky to play close to the net. If you're a quick player and you mix up your shots though, you'll be able to surprise your opponent with fast and unpredictable returns from this position.

Hit the ball with a high Y Button lob. You'll have plenty of time to run in and position yourself close to the net before your opponent counters.

As soon as you approach the net, your opponent will probably also move in to guard against the weak dropper or close to the net smash.

With your opponent's backcourt open, you can hit the ball flat and hard using the B Button and hope that it stops short of the baseline.



Your opponent will backpedal off balance and attempt to catch up with the ball. Even if the ball is returned, you'll be set up for an overhead B Button smash and chalk up another point.

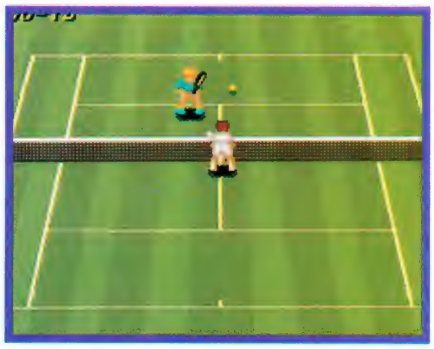
FIGHT OFF THE CHARGE

If your opponent rushes the net, you could quickly find yourself on the defensive. The last thing that you want to do is dish up something that could come smashing back at you. If the ball drops near the net, run up to it quickly and hit it with a slice. If the ball looks like it's heading for the baseline, back up and counter with a lob. You'll either score or scare your opponent from the net.

Your opponent may try to rush the net. Stay near the center of the court and you'll be ready for anything.

You can counter a weak, close to the net shot with a short slice or a topspin hit.

If a hard baseline shot comes your way, you should counter with a long, cross-court lob.

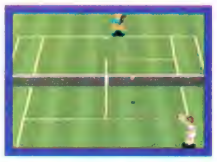


Your tactics will result in a score or, at least, a less aggressive playing stance from your opponent.

WIN THE RALLY

If you and your opponent have similar skills you can expect some long rallies. Try to aim each shot away from your opponent but make sure to watch the boundaries of the court and refrain from choosing a shot that is going to send the ball out of bounds. If you're close to the net, an X, Y or A Button shot has a good chance of traveling beyond the baseline. Go for the weak B Button shot instead.

A good opponent will keep you running all over the court. Center yourself and you'll be ready for surprises.



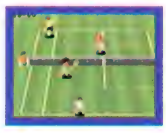
Mix up the shots to keep your opponent guessing and always hit 'em inbounds.

When your opponent is far from the net, a weak return may be your best choice.

Aim the ball away from your opponent. If you keep plugging away, one of your shots will eventually slip by.

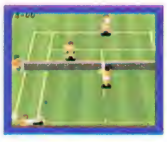
TEAMWORK PAYS OFF

The only way that you'll win games in a doubles match is by cooperating with your partner. One player should play in the area near the net and the other player should be assigned to the baseline. That way, the two of you will cover the entire court. If the ball gets past the first player, the second player can chase it down and make the return.

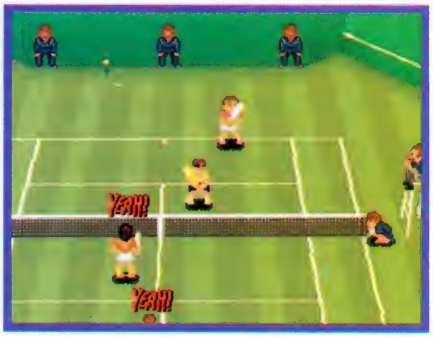


If your doubles partner is near the net, stay back and you'll be able to guard against the long ball.

The players near the net will see a lot of action. Aim for the sidelines to catch your opponents off guard.



If the player near the net misses, it's up to the player near the rear to scoop it up and go for the score.



Hit the ball so that it lands away from where your opponents are covering and you'll celebrate another point with your partner.

PLAY THE CIRCUIT

There are a total of eight tournaments on the Super Tennis Circuit. The big ones, like London and Paris, attract tougher competition and offer a bigger purse to the winners. If your player gets tired during circuit play, you can sit out a tournament and rest up so that you can continue your climb to the top of the ranks. If you win the men's tourney, you'll face the incredible Don J.

BIG TOURNEYS	
CHAMPION	100
FINALS	80
SEMI-FINALS	50
QUARTER-FINALS	30
FIRST ROUND	10

SMALL EVENTS	
CHAMPION	60
FINALS	50
SEMI-FINALS	30
QUARTER-FINALS	20
FIRST ROUND	10

HAL'S HOLE IN ONE GOLF

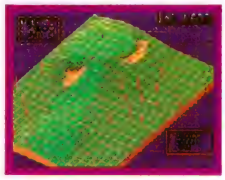
Hit The Links For A Great Golf Challenge

Break out the sticks! HAL America delivers a super golf game for the Super NES. Hole In One's realistic graphics and options for play are what makes this game a winner.

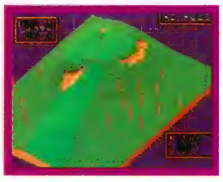
SUPER GOLF FOR THE SUPER NES!

HAL's Hole In One Golf showcases the many capabilities of the Super NES. It features scaling and rotation and allows a player to see the layout of the hole from a variety of perspectives. Compared to other Super NES games, Hole In One's graphics and sound are not extremely complex, but they are well done and provide a player with all the necessary information to play the game. Even non-golfers can easily understand what it takes to "get that little ball into that little hole." Graphically speaking, the Slope, Zoom, and Cut options are cool and sometimes helpful, but you shouldn't have to use them too often. The computer lines your shot up for you and there is no need to deviate from that line unless a crosswind is blowing. Most of the fairways and greens have some kind of slope to them and since the view is from overhead, it's difficult to tell which way the landscape slopes. In these instances it's a good idea to use the Slope and Cut options to get a feel for the slope's direction.

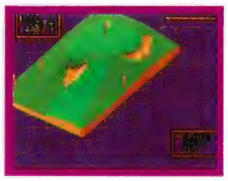
● **SLOPE**



● **ZOOM**



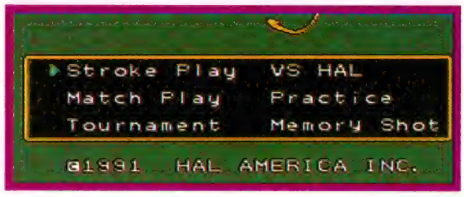
● **CUT**



You've never been this close to the action before! Anything from a hole-in-one to a par putt will give you a close-up view of your ball dropping into the cup. Even if you come very close to sinking a putt, you'll get a close-up of your ball rolling around the edge of the cup—but unfortunately not dropping in.

■ SIX MODES OF PLAY

All modes of play (except Practice Mode and Memory Shot) give you the choice of Amateur, Single or Professional play. There is usually a lot less wind in Amateur play than Professional play. The course remains the same for all modes of play. Stroke Play and Tournament Mode allow up to four players to participate in the hackfest. The Memory Shot Mode allows a player to replay any Eagles or Holes In One by entering a password which the computer will give you after the miracle shot.



TWO MAJOR MODES

Match Play allows two players to go head-to-head for up to 18 holes. The lowest score wins each hole. VS. HAL Mode pits you against the computer. If you win, you'll earn a great prize.

● **MATCH PLAY**

● **vs. HAL**

TM&© 1991 Hal America

THE PERFECT SHOT

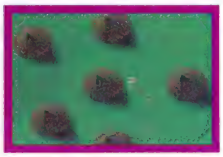
There are many variables to take into consideration when preparing to shoot. The first things to look for are hazards such as water and bunkers. Then decide on how the wind direction will effect the flight of your ball. Pressing to the left or right on your controller will change the direction of your shot. Using the R and L Buttons allows you to fine tune the direction.

TEE SHOT

Take into account the hazards, wind and distance when selecting your club. You won't always want to tee off with the 1 Wood on Par 4 and Par 5 holes. Use the A or B Button to start your backswing, end your backswing, and make contact with the ball.

FROM THE WOODS

It's always best to stay out of the trees. If you are directly behind a tree and don't think you'll be able to shoot straight over it, aim to the left or right and use a good amount of hook or slice. The trees are always in the rough so adjust your club selection.



WIND FACTOR

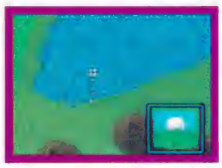
The wind can play havoc with your shots, especially lofted shots with short irons. To compensate for the wind, make a wise club selection and adjust the direction of your shot. You may also choose to play your shot with a hook or a slice.

BUNKER SHOT

Avoid the beach! In bunkers around greens, you will always want to use the Sand Wedge. In fairway bunkers, you can use any iron unless your ball is imbedded near the edge of a bunker. In this case, you can only rely on the Sand Wedge or Pitching Wedge to blast it out.

WATER HAZARD

You'll be penalized one shot if your ball lands in the drink, so make sure to avoid all water hazards. If you do go in, your ball will automatically be retrieved and placed at the nearest point of entry to the hazard—usually the rough. This will change your club selection.



INDIVIDUAL CLUB ATTRIBUTES

●STARTER CLUBS

Your caddie will carry this set of clubs when you begin the game. You'll have to hit a perfect shot for your ball to travel the distance specified for each club—providing there's no wind opposing you.

CLUB	YARD	CLUB	YARD	CLUB	YARD
1W	260Y	2W	250Y	3W	240Y
4W	230Y	5W	220Y	1I	210Y
2I	200Y	3I	190Y	4I	180Y
5I	170Y	6I	160Y	7I	150Y
8I	140Y	9I	130Y	PW	110Y
SW	70Y	PT	30Y		

●METAL CLUBS

The metal set of clubs will allow you to hit your shots farther. The extra distance will give you an added advantage over your competitors.

CLUB	YARD	CLUB	YARD	CLUB	YARD
1W	280Y	3W	260Y	4W	250Y
2I	210Y	3I	200Y	4I	190Y
5I	180Y	6I	170Y	7I	160Y
8I	150Y	9I	140Y	PW	120Y
PS	110Y	SW	80Y	PT	30Y

METAL PLAY

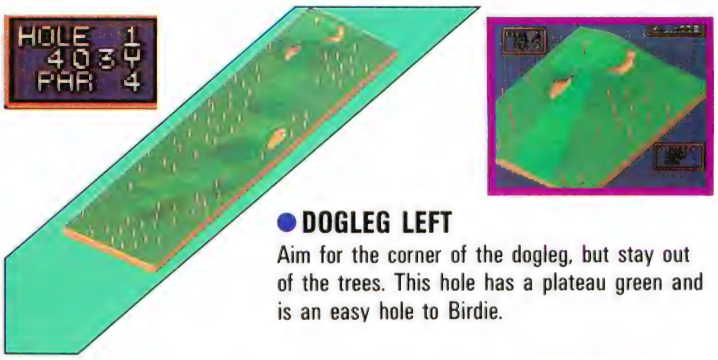
Excellent! You've beaten the HAL computer golfer, but you could probably do better if you had his Metal Woods and Irons. According to the chart, all of the Metal Clubs will give you more distance than the Starter Clubs. This upgrade will improve your game dramatically!

Each player can enter METAL PLAY for their name to get the Metal Clubs. Talk about distance! How about 280+ yards? You can really thump the ball with the Metal Clubs.

TEE IT UP!

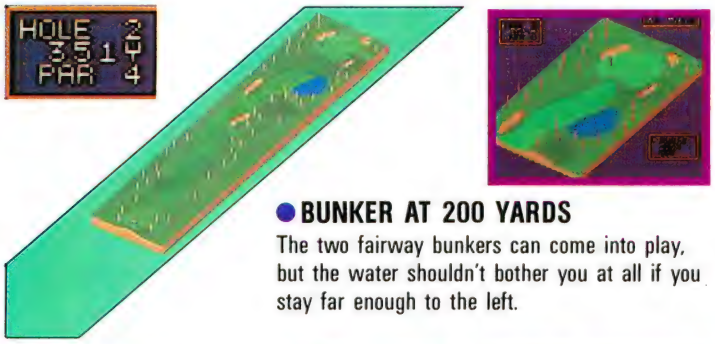
OUT HOLES

The first nine holes are relatively easy when compared to the back nine, but don't think it'll be a piece of cake! There are some tricky areas to negotiate on certain holes. It's very important to learn the proper timing for your swing. These are the perfect holes to practice on.



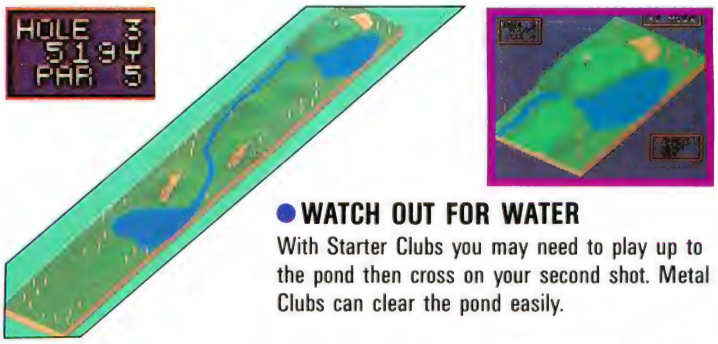
● DOGLEG LEFT

Aim for the corner of the dogleg, but stay out of the trees. This hole has a plateau green and is an easy hole to Birdie.



● BUNKER AT 200 YARDS

The two fairway bunkers can come into play, but the water shouldn't bother you at all if you stay far enough to the left.



● WATCH OUT FOR WATER

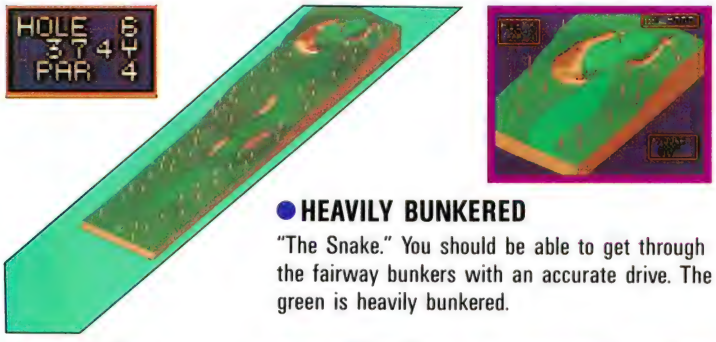
With Starter Clubs you may need to play up to the pond then cross on your second shot. Metal Clubs can clear the pond easily.

● AVOID THE LAKE

This is a fairly easy hole, but the right side of the green is elevated so be cautious with your putting stroke.

● NO SURPRISES HERE

Hit it straight to avoid the two fairway bunkers. The bunker at the right front of the green will catch a lot of golf balls.



● HEAVILY BUNKERED

"The Snake." You should be able to get through the fairway bunkers with an accurate drive. The green is heavily bunkered.

● DON'T OVERSHOOT THE 2ND SHOT

This is the easiest Par 5 on the course, but the green can be difficult because it has multiple slopes.

● BIG HAZARDS: BUNKER AND LAKE

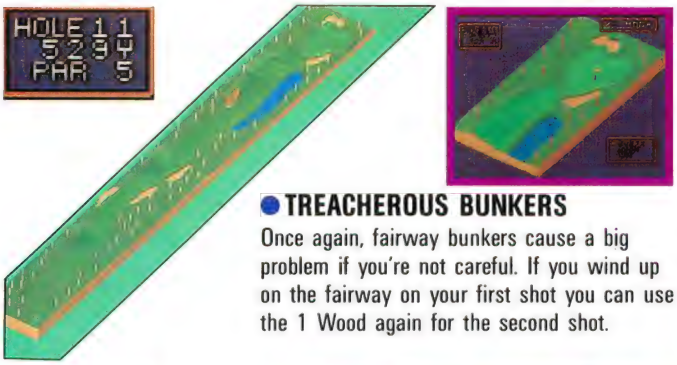
The three pothole bunkers come into play, especially if you're trying to avoid the lake on the left.

● GO FOR THE HOLE IN ONE!

This short hole is slightly uphill. Along with the other Par 3's, this hole is a good one to try for the hole-in-one!

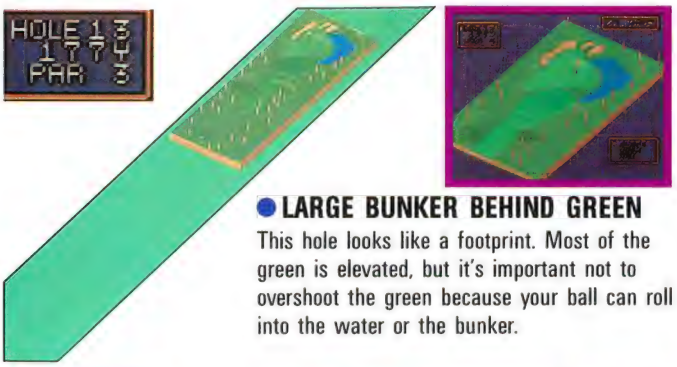
IN HOLES

Now for the real test. The back nine will separate the cream from the cheese, so to speak. There are many more hazards to be encountered and challenged. A good golfer will pay more attention to the wind and will also utilize a slice or hook with an outside-in or inside-out swing. Good luck!



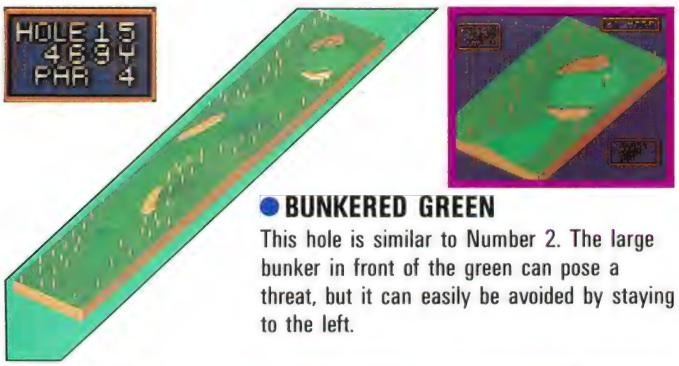
● TREACHEROUS BUNKERS

Once again, fairway bunkers cause a big problem if you're not careful. If you wind up on the fairway on your first shot you can use the 1 Wood again for the second shot.



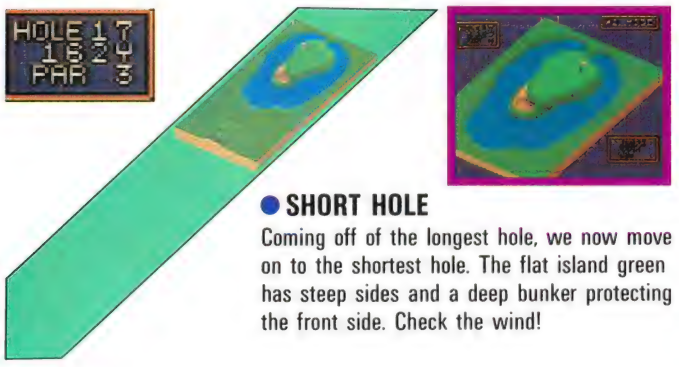
● LARGE BUNKER BEHIND GREEN

This hole looks like a footprint. Most of the green is elevated, but it's important not to overshoot the green because your ball can roll into the water or the bunker.



● BUNKERED GREEN

This hole is similar to Number 2. The large bunker in front of the green can pose a threat, but it can easily be avoided by staying to the left.

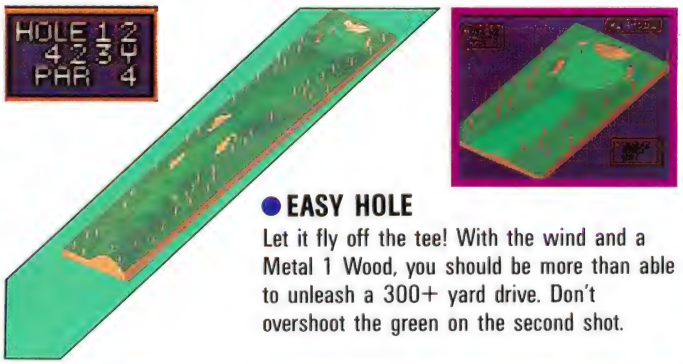


● SHORT HOLE

Coming off of the longest hole, we now move on to the shortest hole. The flat island green has steep sides and a deep bunker protecting the front side. Check the wind!

● LAKE COMES INTO PLAY

The bunker on the far side of the pond can give you trouble so make sure to avoid it. The left side of the green is elevated and has a fairly steep slope to it.

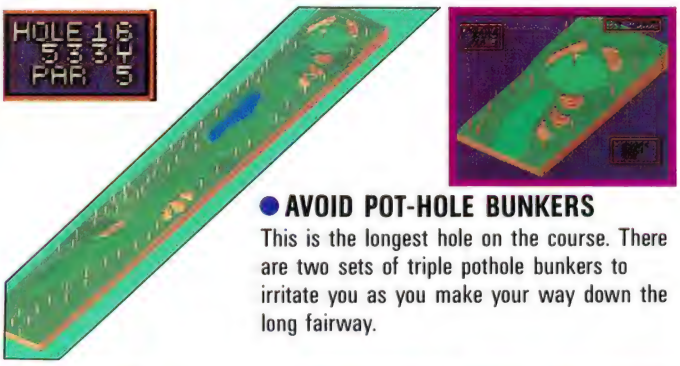


● EASY HOLE

Let it fly off the tee! With the wind and a Metal 1 Wood, you should be more than able to unleash a 300+ yard drive. Don't overshoot the green on the second shot.

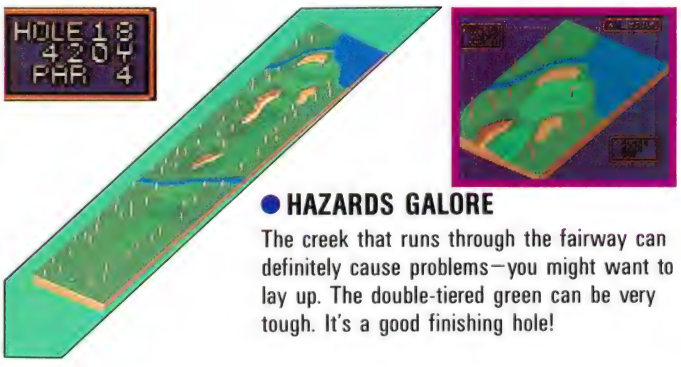
● CHECK THE WIND FIRST

Both sides of this fairway slope downward. Try to keep your ball right down the middle and avoid the lake. The green is flat for the most part.



● AVOID POT-HOLE BUNKERS

This is the longest hole on the course. There are two sets of triple pothole bunkers to irritate you as you make your way down the long fairway.



● HAZARDS GALORE

The creek that runs through the fairway can definitely cause problems—you might want to lay up. The double-tiered green can be very tough. It's a good finishing hole!

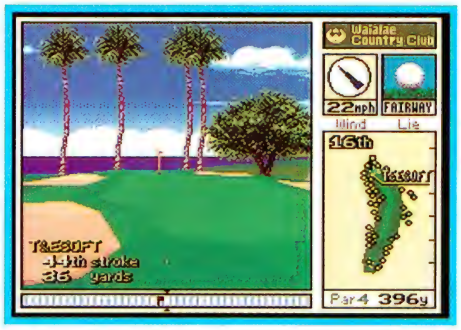
TRUE GOLF CLASSICS WAIALAE C.C.

Get The "Aloha" Spirit At Waialae C.C.

T & E gives you a free guest pass—with full membership privileges—to one of the most famous country clubs in the world: Waialae C.C. on Hawaii's Oahu island.

A WORLD-RENOWNED COURSE IN 3-D

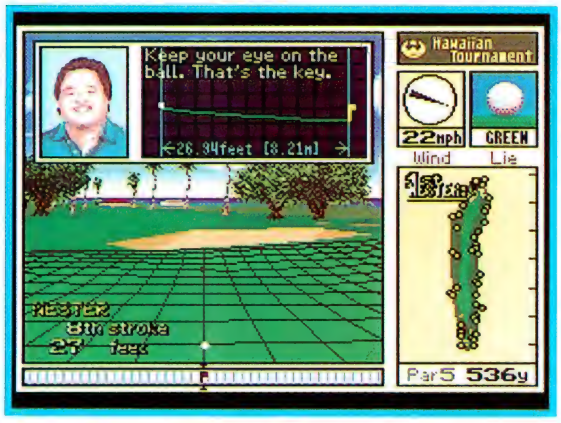
The expanded graphic capabilities of the Super NES allow it to paint this exotic tropical golf course in 3-D, which makes the play more realistic and entertaining than ever. You'll have to learn to read the rolling terrain and cope with the changeable trade winds in order to keep your name high on the leader board. Of course, you can ask your caddy for advice when you're trying to read the greens. He'll show you the hidden contours and suggest a strategy for putting out. Even so, it's a good idea to practice before taking on the pros.



T & E's new game is designed to accurately depict the real Waialae golf course, from its lush tropical vegetation to the menacing trade winds that can carry your ball far off the course. The real Waialae Country Club hosts the prestigious Hawaiian Open golf tournament that attracts the top pros each year.

IT'S TEE TIME!

When it's time to tee off at Waialae, you'll be able to select from among four play modes: Practice, Stroke Play, Match Play and Tournament Play. In the Practice mode, you can select whichever hole you'd like to try. Stroke Play can involve up to four players, and the game's handicapping system can even the odds for less experienced players. Match Play lets two players go head-to-head, and Tournament Play pits you against 48 tour pros. You might recognize the initials of the pros in Tournament Play. They are those of the real pros who competed in the 1990 Hawaiian Open at Waialae. You can also select a personal caddy, just like the pros do. Some have good tips; others are less helpful. With the number of decisions you'll have to make for each shot, you'll appreciate good advice.



When you reach the green, you'll be able to check out all the angles and set yourself up for a great putt.

● A NEW VIEW

Waialae's added altitudinal viewpoint gives you a distinct advantage when you're setting up for a shot. You can view the ball from different altitudes, which gives you a complete picture of its location in relation to the rest of the hole.

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YOU CALL THE SHOTS

Before you step up to the tee, you'll have to consider eight factors that can affect your drive. As the real pros know, learning to accurately read and compensate for the course's trademark trade winds is extremely important. You also have to consider how the lie of the ball and the contour of the terrain will affect your shot, then determine which direction gives you the best angle for an approach, which club is best under the circumstances, how to adjust your stance, how much power to put into your stroke, and precisely where you want to strike the ball.

1. FACTOR IN THE WIND

The changeable tropical winds can be a blessing or a curse. Keep a close eye on the wind meter. If you're driving with a strong wind at your back, you can expect the ball to carry far down the fairway. Hitting into the wind is another story, though, and you might want to consider using a club that produces less loft.

2. READ THE GREEN

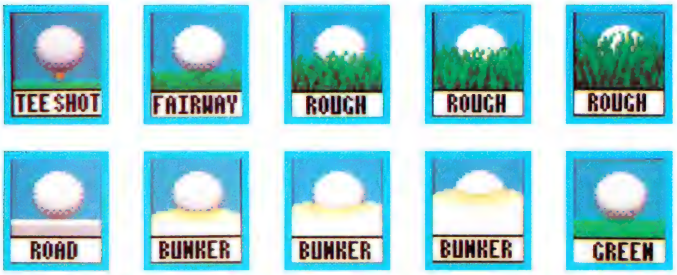
As they do on the real course, the greens on the video Waialae course range from nearly level to steeply pitched. Call up the Game Play Menu and ask for caddy advice if you'd like to see a 3-D rendering of the area between you and the cup, then compensate for the contours.

3. CHANGE DIRECTION

The direction option makes it possible for you to circle 360 degrees to view your lie from all angles. Press and hold the control pad in the direction you'd like to move, then release. You'll scroll smoothly to get a new perspective on the ball and determine your best shot angle.

4. EXPECT LOTS OF LIES

The lie of the ball displays in the upper right corner of the game data box. There are ten different lies in the game, including varying degrees of rough areas and different kinds of hazards as well as fairway, green and tee. You'll definitely have to put all of your clubs to good use!



5. CHOOSE YOUR CLUBS

As every golfer knows, it's important to select the right club for the conditions. The distances listed below are for maximum range; the distance you actually get depends on the power of your stroke, where you strike the ball, your lie, and, of course, the wind.

CLUB	DISTANCE	CLUB	DISTANCE
1W	270 YARDS	6I	160 YARDS
3W	230 YARDS	7I	150 YARDS
4W	210 YARDS	8I	140 YARDS
2I	200 YARDS	9I	120 YARDS
3I	190 YARDS	PW	110 YARDS
4I	180 YARDS	SW	90 YARDS
5I	170 YARDS	PT	100 FEET

6. SET YOUR STANCE

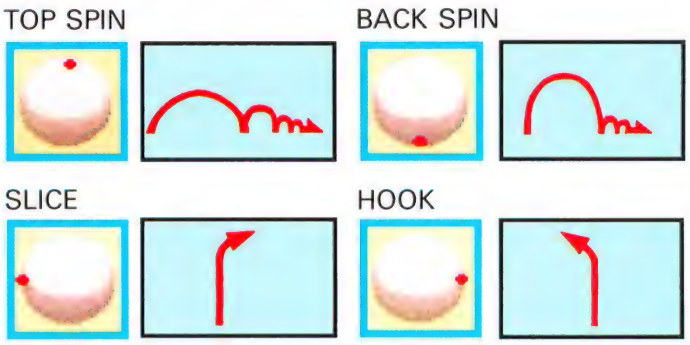
The stance you choose during the shot set-up process can have a dramatic impact on the flight of the ball. Although you'll usually stand square to the ball, at times you'll want to open or close your stance to fine-tune your shot. To draw your shot to the left, close your stance by moving your front foot closer to the ball. Open your stance by moving the front foot back to create a fade to the right. Try different stances in the Practice Mode. It's fun to experiment with them, and you'll learn finesse, too.

7. SWING FOR POWER

The Power Scale lets you determine what percentage of a club's carry you want to use. Come as close to 100% as possible for maximum range, but don't go over or you'll score a miss hit. Don't use max power all of the time. You don't want to overshoot the green on your approach.

8. SMACK THE SWEET SPOT

Good golfers use spin savvy. To get the ball to roll when it lands, strike it near the top. If you want it to bite and stop when it lands, strike the ball near the bottom. Hitting on the right side of the ball will make it hook left; striking the left side makes it slice right.

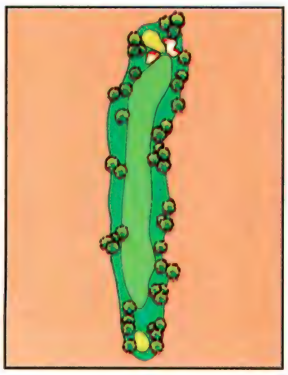


TOUR THE TROPICAL WAIALAE COURSE

Waialae Country Club, founded in 1927, is widely known for its beautiful setting and its uniquely Hawaiian "Aloha" spirit. Dress on the course is casual and traditional golfing manners are relaxed here. The club boasts a diverse membership that is especially proud to host the prestigious Hawaiian Open every year.

HOLE 1
MAMAO "DISTANT"

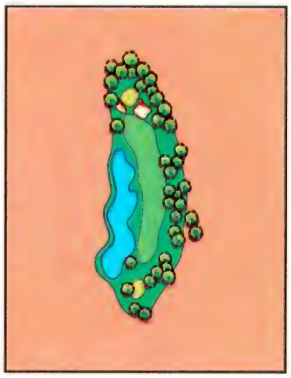
PAR 5
521 YARDS



Start your round on a long, straight fairway that has O.B. on both sides. Drop your approach on the right to avoid the bunker that skirts the front of the green. A favorable wind helps on this hole.

HOLE 2
OOLEA "UNYIELDING"

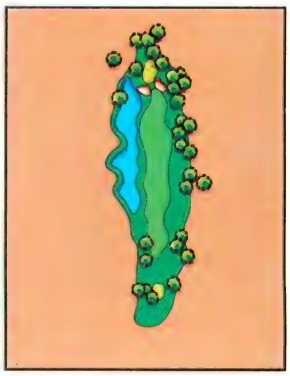
PAR 4
348 YARDS



If you slice your drive on Hole 2, you'll land amid a grove of kiawe trees. Good luck hitting out! The left side of the fairway can also be dangerous because it is bordered by a large lake.

HOLE 3
II BROWN "MR. GOLF"

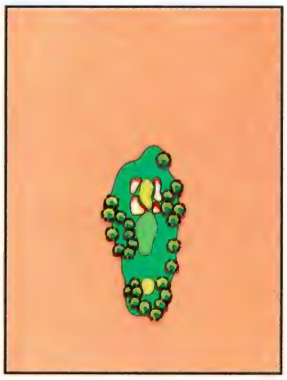
PAR 4
397 YARDS



The third hole, which is named for Frances Ii Brown, one of the founders of Waialae C.C., has a lake and a bunker running up the left side. Don't overshoot the small green—just beyond is O.B.

HOLE 4
APIKI "TRICKY"

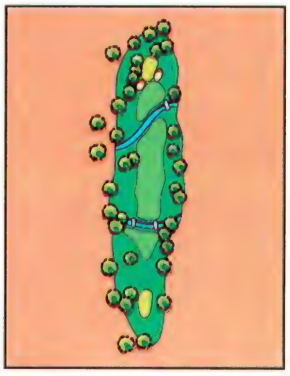
PAR 3
178 YARDS



Apiki's narrow, 55-yard-long green dips in the center and is lined on both sides with huge bunkers. It is one of the most popular holes on the sprawling course.

HOLE 5
AUWAI "TWO DITCHES"

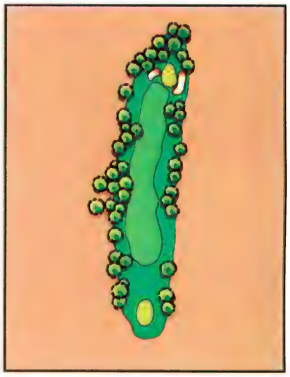
PAR 4
401 YARDS



Two water hazards split the fairway, making the tee shot tough. Stay to the left, out of the trees, and expect a mean green that's more than 100 feet long from back to front.

HOLE 6
LALAU "GO ASTRAY"

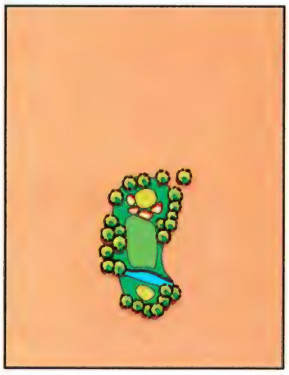
PAR 4
430 YARDS



The strong winds can certainly be a factor on this hole, making it easy indeed to "go astray." Stay to the left of the fairway to avoid blowing into the O.B. on the right side.

HOLE 7
UPIKI "TRAPPED"

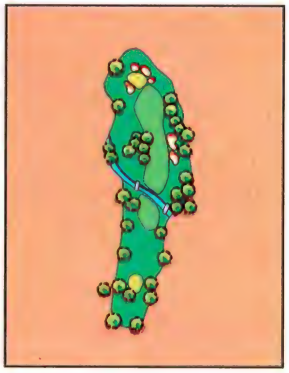
PAR 3
165 YARDS



Don't get trapped in the huge bunkers fronting the green. Watch the wind and aim for dead center of the wide, shallow green. Be sure to check its contours because they are hard to read.

HOLE 8
HULUHULU "HAIRY"

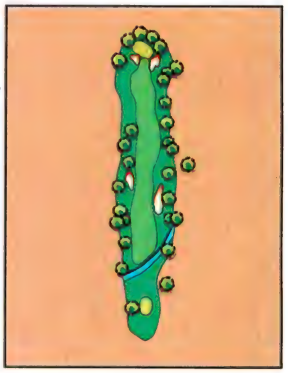
PAR 4
395 YARDS



Try to drive over the water hazard that divides the fairway. Otherwise, you might end up taking a penalty shot. The water continues up the left side, so be careful not to hook your shots.

HOLE 9
ALOHA "GOODBYE"

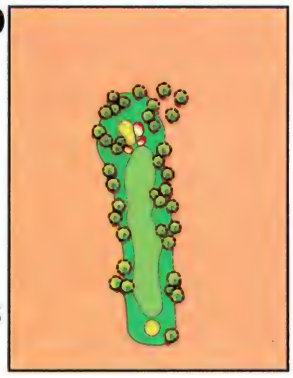
PAR 5
487 YARDS



At this hole, "Aloha" means goodbye. You can say "goodbye" to par if the wind carries your ball out of bounds. The O.B. lines are tight, so play it safe and stay on the fairway.

HOLE 10
KIPAKU "DRIVE AWAY"

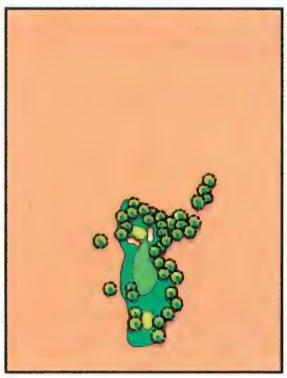
PAR 4
347 YARDS



If you're lucky, the trade winds won't be against you as you tee off. Try to hold to the left of the fairway, especially if it's windy, and watch out for the tight O.B. that runs the length of the right side. The green is particularly challenging, with gaping bunkers on the right and a steep hill on the left.

HOLE 11
KAILANI "SEA AND SKY"

PAR 3
169 YARDS



Don't let the stunning view of the gorgeous Pacific Ocean from the eleventh tee distract you. The wind here usually sweeps from left to right. Close your stance and draw your shot to compensate. The green is level and comparatively easy, but the wind can carry you into the bunker on the right on your approach.

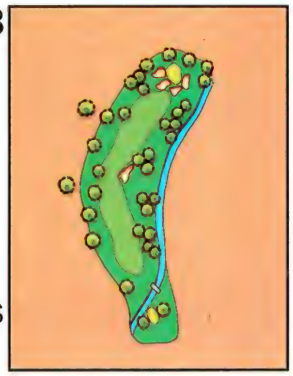
HOLE 12
I MUA "STRAIGHT AHEAD"

PAR 4
420 YARDS

As its name implies, the twelfth, I Mua, has a long, straight fairway just made for heavy hitters. Stay to the left on the sweeping fairway to avoid the palms on the right. The green looks safe from the front, but beware of the bunker and O.B. behind it. If you overshoot the green, you'll be in big trouble.

HOLE 13
AKAU "RIGHT"

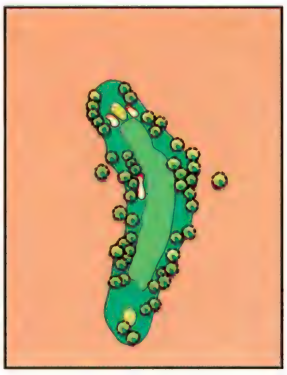
PAR 5
404 YARDS



A long, right dog-leg, Hole 13 has a bunker on the right at the bend and is wide open near the green. If the wind is blowing, stay to the left. The green breaks gently, making putting a snap. One of the easier holes on the course, it hasn't been changed since the course was designed in 1925. You just might be able to birdie here.

HOLE 14
HEMA "LEFT"

PAR 4
403 YARDS



Off the tee, unless you have enough drive power to clear it, play to the right of this big, left dog-leg to avoid the bunker at the corner. The green is steep, running up from front to back. The placement of the pin varies. It's difficult to control the downhill putt, so it's better to land short of the pin than long.

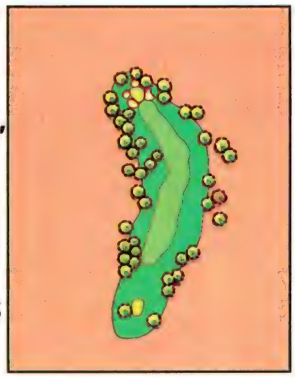
HOLE 15
PILIKIA "TROUBLE"

PAR 4
390 YARDS

Number 15 is one of the most difficult holes at Waialae. With a tight O.B. on the left, trees on the right, and a changeable wind blowing, Pilikia makes it tricky to hit a safe drive. Then, when you manage to reach the green you'll find that it is steep and tough to read. Good luck making par on this one!

HOLE 16
WELO "FLOAT IN THE WIND"

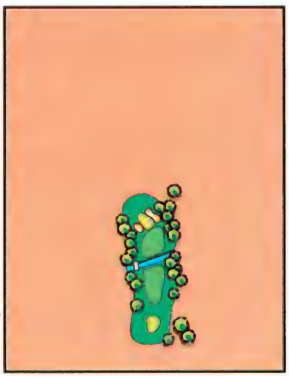
PAR 4
396 YARDS



Popular with the pros, Welo has a fairway that is great for big hitters. Start by driving to the right to avoid the kiawe trees on the left, then approach the green carefully. It slopes away, making it very difficult to hold, and it has bunkers on both sides that you'll experience if you miss on your approach.

HOLE 17
ALAE "MUD HEN"

PAR 3
178 YARDS



Bordered by the Pacific Ocean, 17 has a big, tough-to-read green that has bunkers left and right. To play it safe land short instead of long, but remember that you have to clear the water that fronts the green. Mud Hen may seem like an unusual name, but the bird is revered by islanders whose legends say the bird brought them fire.

HOLE 18
KILOU LOA "A LONG HOOK"

PAR 5
533 YARDS

What a way to end the round! For your last hole at beautiful Waialae, step up to the tee and take a look at a long par 5. The Kona winds can carry your drive into disastrous territory, but try to hook your drive to follow the dog-leg, and land by the bunker if you have the distance. The green is long and deep.

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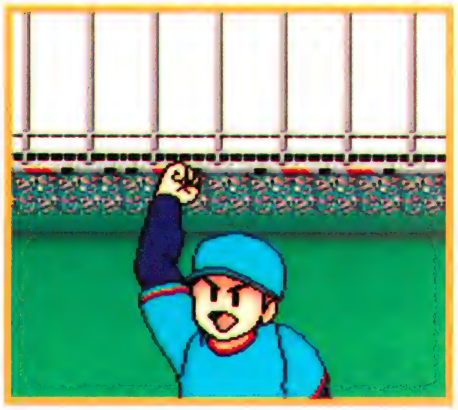
CATCH THE FUN

Nolan Ryan's Baseball lets you catch all the major league baseball fun. Pick up some tips from the pros in Assist mode, or taste the thrill of victory for yourself. No more arguing with the umpire—you can't miss any part of the action with the close-up multi-view replays that feature excellent animated scenes of those close catches and questionable tags. Play ball!



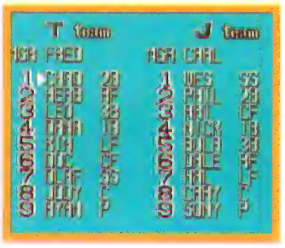
PLAY A WHOLE SEASON IN PENNANT MODE

In Pennant Mode, you can play one of six scheduled games per day against a computer-controlled team. By choosing the Pennant Setup option, you can change the length of the season, trade players and receive a password. Choose the Watch Progress option to skip right to the day's results.

● KEEP UP ON THE STATS

Put away that pencil and that clipboard—Nolan Ryan is keeping track of all the season's stats for you to review.

● MAKE A TRADE

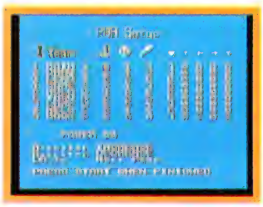


If you aren't satisfied with your starting lineup, switch it around with the Trade option in the Pennant Setup mode.

STEP UP TO THE PLATE IN A SINGLE GAME

If you're looking for a quick game against the computer or against a friend to brush up on your ball-playing skills, then shoot for the Single Game. Give a pre-made team a try, or test your skills as a manager and create your very own team. Once you find that top team, save it with a password.

● DISTRIBUTE ABILITIES



For best results, distribute your strengths and weaknesses evenly. With some practice, you'll be unbeatable!

● PICK A POWER LINEUP

Nolan Ryan's Baseball allows you to create your own players with the Power Setup option.

● PASSWORD FEATURE

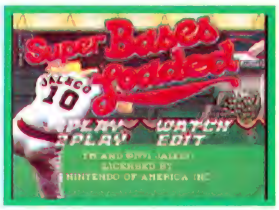
Once you have taken some time and experimented and found what players work best for you, save your progress with the password.

TM & © 1991 Romstar Inc.

SUPER BASES LOADED

The Super Sequel To Bases Loaded

Following in the footsteps of the all-star Bases Loaded games for the NES and Game Boy, comes Super Bases Loaded, the crown jewel of the series for the Super NES.



A NEW ADDITION TO THE BASEBALL TRADITION

Sharper graphics, clearer sound and exciting game play have all come together to put the "super" in Super Bases Loaded. Jaleco has added a more realistic camera-like view, an edit mode and created larger fielders that are easier to see and control. You still want to beat the other team, but they've thrown in another challenge—to beat the game, you must play the perfect game!

PITCHING VIEW

The trademark of all the Bases Loaded games is the reversed television-like pitching view. Rather than seeing the pitch come from the batter's vantage point, you see it from behind the pitcher's shoulder. Which side you see will even change depending on whether the pitcher is right-handed or left-handed.

FIELDING VIEW

A new and interesting feature in this game is the fielding view made possible by the increased capabilities of the Super NES. After the ball is hit, this view follows the ball from almost a rooftop perspective until it is caught or disappears into the crowd. This adds a very realistic feel when playing.

IMPROVE RATINGS

There's a lot more at stake than winning or losing! When playing a one-player game against the computer, your game play is rated in 13 separate categories. Points are deducted from your starting score of 100 every time you make an error, strike out, get caught stealing a base etc. Likewise, you are able to regain lost points by making an extra good play. As you improve your rating, you will move up to more difficult categories where the competition is even tougher.

CONTROLLING YOUR PLAYERS

Unlike most baseball games, each player has his own individual style of playing in Super Bases Loaded. For example, some pitchers throw overhand while others throw sidearm. This attention to detail adds a more realistic feel to the game.

BUNTING

When bunting, you are able to position the bat high or low with the Control Pad.

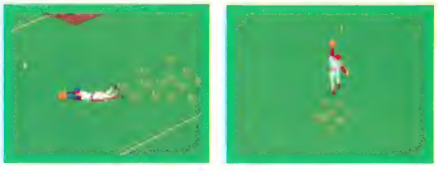
PITCHING

When pitching, you can choose where to stand where to throw and how fast you want the pitch to be.

BATTING

Move to where you want to stand in the batter's box. After that, timing is the key. Use the Control Pad to hit high or low.

FIELDING



As the fielder, place yourself in the ball's path to catch it. If you aren't close enough, you can also dive or leap for it.

TM & © 1991 Jaleco

SUPER BASEBALL SIMULATOR 1.000

A Baseball Experience Like No Other

We were first introduced to this crazy baseball concept with Baseball Simulator 1.000 for the NES. Now you can take it to the limit in this great sequel for your Super NES.

CHOOSE A TRADITIONAL GAME OR A UNIQUE SIMULATION

This game offers just about everything the video sports enthusiast would need. It features realistic baseball action, non-stop competition and hours of fun, but what if you're in the mood for something a little off the wall to add to the excitement? What if you wanted to throw your opponent more than a curve ball? Toss all preconceived notions aside, because this game is far from ordinary. Use these special tricks to your advantage, but remember—the other team may have a few of its own!

You're in for hours of fun whether you choose a simulated game or a traditional game.

ULTRA PITCHES YOU NEVER IMAGINED

The sweat beads on your forehead as you wait for the catcher's signal. What's it going to be this time? The usual fast ball or a slider? The Sonic Ball! You nod and begin your wind up, and the ball screams toward the plate like a meteor. It sure is nice having one of 20 trick pitches to choose from!

SNAKE BALL

MYSTERY BALL

NINJA BALL

SPARK BALL

FIRE BALL

SONIC BALL

DISAPPEARING BALL

INVISIBLE BALL

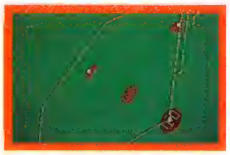
MULTI-BALL

ULTRA BATTING YOU THOUGHT IMPOSSIBLE

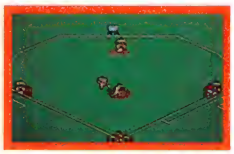
You grip the bat in anticipation as you wait for the pitch. It's hard to tell what's coming, but one of your 15 different special batting techniques would certainly come in handy at this time. What should it be? The Leaf Hit or the Spinner Hit? How about the Exploding Hit! They'll never know what hit 'em!

HYPER HIT

SPINNER HIT



MAGNET HIT



MISSILE HIT

EXPLODING HIT

METEOR HIT

TREMOR HIT

LIGHTNING SPIKE

LEAF HIT

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EXTRA INNINGS

A Fun But Serious Baseball Challenge

You can't always judge a book by its cover. This game proves that you can have some fun and still enjoy the thrill of a challenging competition!

CUTE LITTLE GUYS PLAY HARD

Don't let their appearance fool you. These players know what they're doing, and are certainly not going to go easy on you. Step up to the plate and give them a run for their money.

The graphics on the Title Screen give you a glimpse of what's to come.

Those fast balls are going to fly by pretty quickly. Three strikes and it's off to the locker room.

Be sure to keep your eye on the ball! You don't want to miss the chance for a solid base hit.

Hit a Home Run and you'll be the hero of the game! A little crowd appreciation is always nice . . .

Too bad! Losing the game shows you who your fair-weather friends are.

TRY YOUR HAND AT FIVE PLAY MODES

There are five different play modes you can choose in Extra Innings Baseball. You can play a single game against a computer-controlled team or challenge a friend. In the Pennant Race, play the whole season through. In All-Star mode, you can recruit top players and use them on your own team. Sit back and watch the action as the Manager in All-Star mode.

Use the Control Pad to pick your playing pleasure.

ONE-PLAYER MODE

One-player mode puts you in the spotlight. Practice against a friend, or try to beat the computer. Either way, it isn't easy!

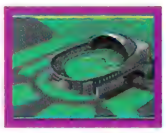
ALL STAR MODE

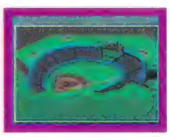
Scout out and recruit the best players for your All-Star Team for the ultimate in excitement. Arrange your lineup wisely!

CHOOSE A DIFFERENT PARK

Just like in real baseball, there are going to be different kinds of venues to play in. Extra Innings offers three parks for you to choose from. Each one has its own unique characteristics that you must take into account as a player and a manager for your team.

It is easy to hit long balls in the Domed Stadium. Be sure to use your better fielders in here.





This park has a deep, grassy center field. Also keep in mind that the left wall is higher than the right.

This park has a dirt center field. A team with strong batting is sure to do well here.

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JOHN MADDEN'S FOOTBALL

Now You Have Total Control On The Field

A lot of athletes lend their names to sports games. John Madden sat down with Electronic Arts and designed this one HIS way. The result? Real football.

GET READY FOR THE MOST REALISTIC FOOTBALL GAME YET!

How real is it? Well, the refs will call you on five types of penalties, and you've got a coach who will jump on you for anything they miss. The game will be won by the team that makes the fewest mistakes, just like in real life. But look who's here to help! No matter how well you know football, John Madden can show you some tricks.

HUDDLE

You have a long list of plays you can call for offense or defense, or push B for Madden's choice. You can also modify the formations.

GRIDIRON REALISM

Madden made sure that nothing was left out to ensure that this is the real thing. At every point you can sit back and let the computer call the shots and signals, but you'll usually do better if you take control yourself. You can do everything in this game except get injured!

KICK OFF

The computer can kick, but you get a better kick if you do it yourself. Push A, B, and Y for an onside kick.

SNOW AND ICE

Choose from three kinds of weather. The weather will affect how you play, so pick your team with care.

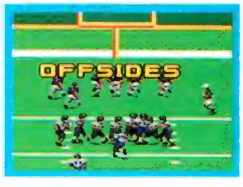
SPIN

On running plays push A to spin. This can shake off tacklers, but be careful; it can increase your chances of fumbling.

AUDIBLE

You can call an audible if you're in formation. If you've already called an audible and you change your mind, call a timeout.

OFFSIDE



All the rules apply. You can be penalized for an offsides, encroachment, delay of game, pass interference, and more.

INSTANT REPLAY

This is as good as having a VCR! You can view instant replay on any play. Use your select button and the controls will appear. You can fast forward and rewind just like a regular console, just follow the instructions in the control box.

You can view the instant replay from more than one angle. Just use your directional controller to switch.

TM & © 1991 ELECTRONIC ARTS

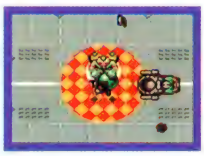
BILL LAIMBEER'S COMBAT BASKETBALL

Full Contact Futuristic Sports Action

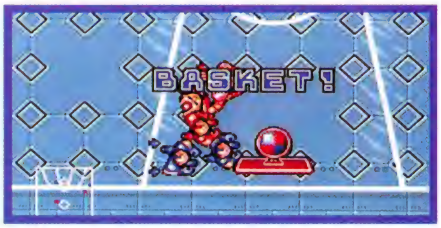
It's the year 2030, and the peace once enjoyed has given way to crime and violence. The only relief the people have from their misery is the ruthless sport of Combat Basketball.

ALL RULES ARE TOSSED TO THE SIDELINES

It's a free-for-all after the tip-off, so you better stay on your toes and be ready for some fast-paced action! Keep your eyes on the active player—he's the one with the arrows behind him. The active player will change depending on who is closest to the ball. Following the traditional rules of fair play and good sportsmanship is not an issue in this game—you are free to bump, crunch and tackle the members of the opposing team. Do whatever you need to do to get into the other team's half and score a basket!



Get ready for the tip-off! It's a good strategy to take control of the ball early in the game and gain the upper hand.



He shoots . . . he scores! Try making a shot from outside the arc for a three pointer.

This is no time to hold back! Go for a tackle on an unsuspecting opponent. Unlike regular basketball, all is fair in Combat Basketball!

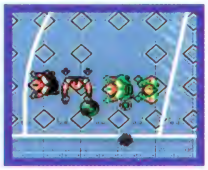
CALL THE SHOTS

Add a little more excitement to your game by choosing the League Menu Option. Off the court, you can put yourself in the manager's shoes and test your coaching ability. This mode will allow you view the season's statistics and team standings, change player positions and trade for new players. You can get better players as you win money and collect the coins in the games.

INVALUABLE ITEMS

In addition to that tackling technique, you also have an arsenal of weapons and other helpful items at your disposal that you can collect during the course of the game. Try them out—maybe you'll discover a trick to demolish the competition!

● POWER-UP



The Power-Up will give your player a temporary power boost. While powered up, the other players better steer clear of this guy's mean tackle!

● SAW BLADE

Although the activated Saw Blade will knock your rival team's active player out, it travels in wide arcs and is a little unpredictable.

● COIN

In addition to your winnings, you can pick up coins to earn extra money. The more money you have, the better the players you can trade for.

● MINES

Watch out for these Mines! They blow up when a player touches one, and he will temporarily be knocked out of commission.

● HOMING MISSILE

Missiles will also knock your rival's active player out, but unlike the Saw Blade, it travels straight for the target. It is quite effective.

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RPM RACING

Fast-Paced Competition Puts You Behind The Wheel!

Rev up your engine and make your way toward the starting line in Radical Psycho Machine Racing for your Super NES! Are your driving skills good enough to hold the competition off?

RADICAL RACE

You get to start out in the pole position, but can you hold onto it? This is no ordinary racing game. It's a tough fight to the finish as your competitors try to force you off the road. With all the tricky bumps and jumps, you must learn that speed alone won't get you the checkered flag.

● RACE MODE
Race in the lower levels until you have earned enough money to pay the entrance fee for higher levels.

● CUSTOM MODE
Build and save your own car and track, then test them out against your opponent.

A COURSE FULL OF DANGERS!

The name of the game is danger, and you'll face plenty of chilling obstacles throughout your course.

A VARIETY OF SURFACES

● PAVED
Start out with the Paved Surface to get used to the controls.

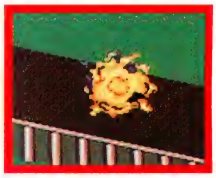
● DIRT
The Dirt Surface makes the car more difficult to control. Choose a car with some power.

● ICE
The Ice Surface is going to be by far your greatest driving challenge. Who knows where the car will go!

It is best to start out with a car built for endurance. Once you win some money, you can add other features.

WATCH OUT!

● OIL SLICKS
Drive across an Oil Slick and it's anybody's guess where you'll end up!



● MINES
Although they are expensive, the Mines explode on contact and are quite effective.

TRY MAKING YOUR OWN COURSE!

Once you've proven that you're a regular driving ace on the competition circuit, try your hand at designing your very own course. You can save up to six custom tracks.

Choose to test out your course against the computer, or try taking on a friend.

● NEED PARTS?
Get some money together and buy some parts to put your car in the fast lane.

● WHICH SURFACE?
The next thing to do is pick the surface and the number of laps you'd like.

● ADD BUMPS?
Why settle for a boring flat course? Add some bumps and curves for added challenge.

● LET'S RACE!
Choose up to eight other challengers, and you're off!

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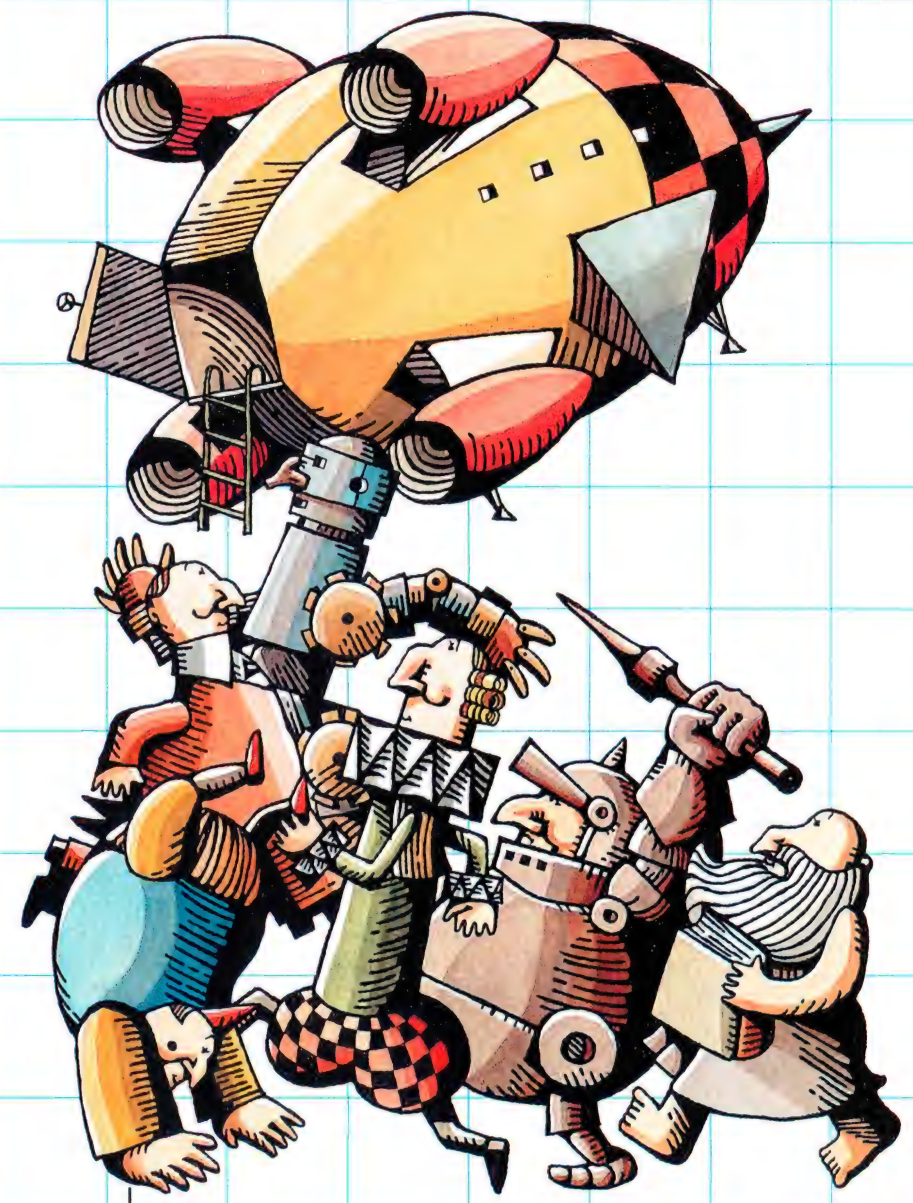
FUTURE GAMES



THE FUTURE FILE

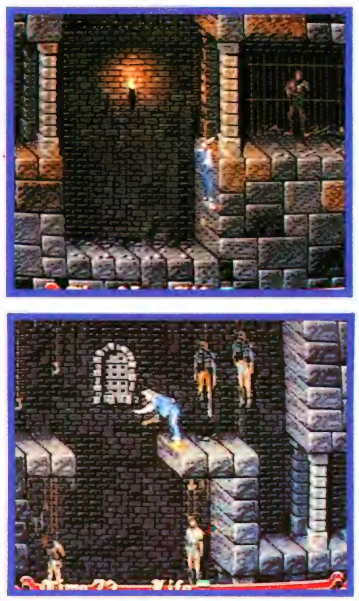
The lineup of games for the Super NES is already hot, and the titles planned for the future promise to keep pushing the new system's capabilities to the max. They run the gamut from role-playing to adventure to action-packed sports. Our Future Games section gives you the chance to take a quick look at some of what's to come.

D-FORCE

© 1991 Asmik

Realistic combat action and evil mutants meet in this overhead view helicopter mission from Asmik. A powerful dictator has waged war on the world. He's amassed a huge force of the best military machines ever made and created several huge mutant creatures who, by themselves, could stop an army. It's up to you to blast away this sinister villain's force in seven super challenging stages. You command the Nuclear Apache Helicopter, D-Force. As you destroy enemy aircraft, you'll find floating Power-Ups which add strength to your already impressive onboard cannons. Pick them up whenever possible and continue your mission to save the world. While there have been a number of overhead view military missions for the NES, this game is the first of its kind for the Super NES. It uses the enhanced graphic capabilities of the Super NES to present huge, detailed enemies and tons of moving objects, making it more challenging than NES games which are similar in style. Several different game modes and difficulty levels add variety and excitement to this already exhilarating game.

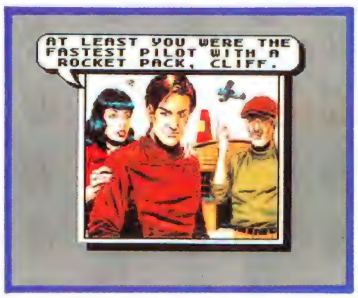
NOSFERATU



© 1992 Seta

Nosferatu from Seta adds a new twist to the classic legend of the vampire in a story that's like a cross between Maniac Mansion and Castlevania. In this contemporary tale, a trio of American college students find themselves trapped in a Romanian castle while touring Europe. The castle is the ancient home of Vlad the Impaler who inspired the tales of Dracula and Nosferatu. As Kyle, one of the lost students, it's your mission to save your friends and flee the castle. This side view adventure features life-like animation in a dark and mysterious setting. As you explore the five-story castle, you'll come across secret passages, hidden items and special weapons like a sharp knife and a strong mace. They aren't just for decoration, either. The castle houses a creepy cast of creatures and you'll have to fight your way through some pretty tough jams in order to come to the rescue of your friends. The creatures include a menacing mummy, a blood-thirsty wolfman and the vampire himself. Get ready for a big battle with awesome action and graphics.

THE ROCKETEER

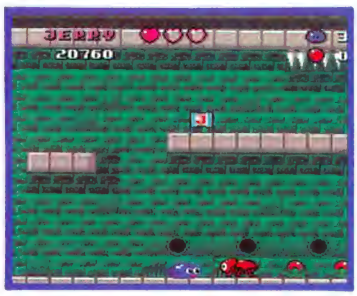


© 1991 The Walt Disney Company © 1991 IGS

While the Super NES adaptation of The Rocketeer from IGS is based on the same story which inspired Bandai's The Rocketeer for the NES, they are completely different games. This new take off on The Rocketeer features several different types of game play and some incredible detailed graphics. The game begins with an airplane race in Cliff Secord's Gee Bee and follows him through the discovery of his rocketpack to a daring rescue on an enemy airship. There's a shootout in Cliff's airplane hangar, a side-view rocketpack flight and a kicking and punching battle against a muscle-bound thug. Many of the scenes feature digitized graphics of actual objects and actors and they're are all tied together with brilliantly drawn comic book frames. Since The

Rocketeer began as a comic, it's only fitting that its Super NES adaptation should include illustrations of the same caliber that you find in the original telling of the story. While the game may lack in controllability and challenge, it is a fascinating demonstration of Super NES graphics.

SMART BALL

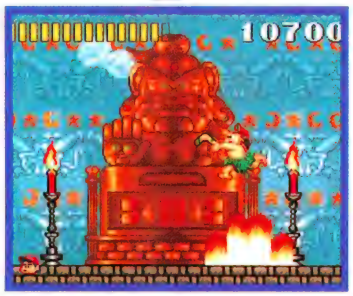


© Sony Music Entertainment Inc.

Prince Jerry wasn't always a blob-like ball. He was transformed into his rubbery state by the Bad Wizard of Kyliria. In Smart Ball from Sony Imagesoft, you lead Jerry through eight big stages of animated action in a quest to save the kingdom and bring Jerry back to his human form. Jerry's Smart Ball shape allows him to slither and squeeze through the narrow passages

of the kingdom and pick up special items which help him in his quest. Balls, bombs and seeds grow in flowers scattered throughout the kingdom. Jerry can toss the balls and bombs at the Bad Wizard's evil minions and grow tall plants from the seeds in order to reach high places. The game makes the best of Super NES graphics and sound, creating the atmosphere of a Saturday morning cartoon. Each stage features colorful creatures and detailed backgrounds. The adventure begins in a field overrun with menacing mice and continues through a deserted town, a pipe maze, the Moon, the ocean, the Arctic, the mountains and it finally ends with a big battle in the castle. If you like comic action, you should check out Smart Ball.

SUPER ADVENTURE ISLAND

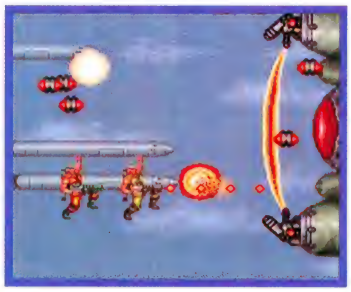


© 1991 Hudson Soft

Master Higgins makes his Super NES debut in Super Adventure Island from Hudson. A cloaked figure has transformed our hero's tropical paradise into a disaster area. Walking candles, flying squirrels, charging penguins and a ton of other crazy creatures send Higgins spinning while he attempts to bring things back to normal in five stages of sweaty palm action with a calypso beat. This installment of the series has all of the elements that have made the NES and Game Boy Adventure Island games a hit with fans of light-hearted action. The big change here is in graphics and sound. Higgins runs, jumps and skateboards through a lush, tropical setting that is so realistic you can almost feel the sand between your toes. The adventure begins on the

island's surface and continues into the underground. Other settings include a slippery ice palace and the belly of a whale. There are also five fruit-filled bonus areas where you can snag special items and power up. If you're up for a super challenge, you should take a trip to Super Adventure Island.

SUPER CONTRA IV



© Konami 1991

The ultimate two-player simultaneous thriller is on a collision course for the Super NES. Super Contra IV from Konami features six stages of stunning graphics, incredible surprises and heart-stopping action. Your mission is to track down and destroy a group of aliens who are devastating the planet. They're big, they're mean and they're plentiful.

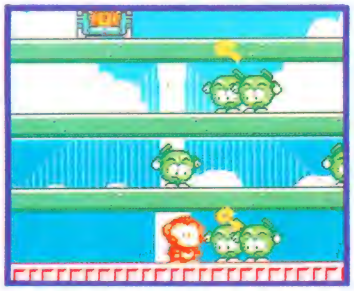
Since action games usually save the best villains for the ends of stages, you may have grown to expect some pretty awesome level leaders. But some of the mid-stage creatures in this game put level leaders in other games to shame. You'll stay on your toes the whole way through because there's really no telling when the next awesome creatures like the twin-terminators or the giant mutant tortoise are going to be challenging your combat skills. Major monsters aren't the only innovation here. You may be used to the standard Contra weapons like the Spread Shot and the Laser but you've never seen anything the likes of the too-cool tank and the mighty motorcycles that you can control in this latest, greatest alien-blasting adventure.

SUPER E.D.F.

TM and © 1991 Jaleco

The E.D.F. in Super E.D.F. from Jaleco stands for Earth Defense Force. As a member of this elite squad, it's your mission to fight off alien hordes who have set their sights on the Blue Sphere. This side-scrolling space shooter pits your single ship against armies of invaders, all of which have a sleek, mechanoid design and hard outer shells. The huge ships at the end of each level can withstand massive attacks and still send out their own powerful blasts. Even when it looks as though they've been destroyed, these behemoths can repair on the fly and continue their attack. Your own ship is also very strong and equipped with shields. As each stage begins, you can choose from several different weapons. They range from the Vulcan Cannon which fires in three different directions to the Atomic Shot which explodes on contact. If you're just beginning your mission, Homing Missiles should be your weapon of choice. These smart bombs seek out enemy ships and blast them as they approach. Keep your finger on the fire button and you'll clear away the enemy forces quickly.

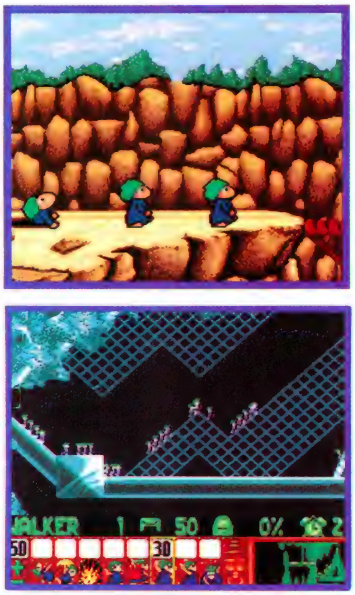
SPANKY'S QUEST



© Natsume 1991

Dexterity and puzzle-solving both play a part in Spanky's Quest from Natsume. Spanky is a talented monkey who can bounce bubbles on his head and pop them to stun his enemies. The bubbles get bigger as they bounce and bigger bubbles are more powerful when they pop. When the biggest bubble pops, it spreads out into a shower of basketballs and knocks out all of the enemies within reach. Bubbles can also be used to break away walls and pick up items. Spanky's quest is to advance through the stages of a fantasy world by unlocking doors of interconnecting rooms. Keys are scattered throughout each room and Spanky's got to use his monkey ingenuity in order to collect them. Sometimes it's as simple as just picking up the keys out in the open, sometimes Spanky's got to knock out the creatures that hold keys and sometimes he can collect them by letting them float in his monkey-made bubbles. Action fans who are young and old will enjoy this fun and amusing thriller with colorful graphics and great animation.

LEMMINGS

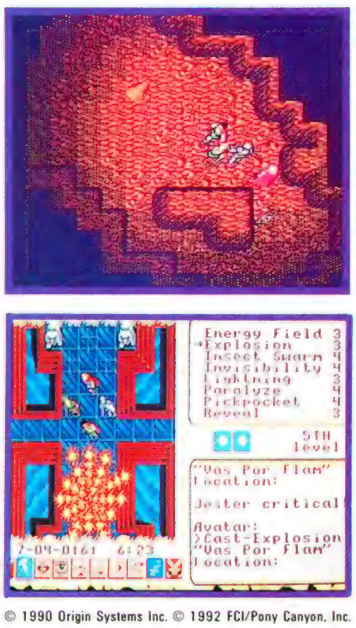


© 1991 Psygnosis Ltd. © 1991 Sunsoft

Sunsoft's Lemmings is an exercise in crowd control. Dozens of little creatures flow out of a hatch in a danger-filled area and you've got to lead them to safety. You can teach some of them special skills and they'll pave the way for their counterparts. Diggers burrow through dirt and help the other Lemmings get to a lower level. Floaters pull out umbrellas and drop softly off dangerous cliffs. Blockers keep their fellow Lemmings from walking into dangerous predicaments. Miners break through rocks. Climbers scale walls. Bashers break barriers. Builders make ramps over gaps. And Bombers self-destruct in order to blast away otherwise unbreakable obstacles. The Lemmings that are not assigned special tasks walk wherever there aren't obstacles. They could mindlessly walk into danger unless

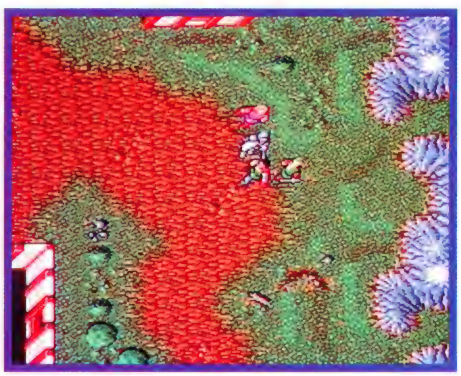
something is in their way. At the beginning of every stage, you'll find out how many Lemmings will flow from the hatch and how many you have to rescue. The proccessing power of the Super NES allows for dozens of Lemmings to walk the course at once making the game challenging, exciting and fun.

ULTIMA: THE FALSE PROPHET



© 1990 Origin Systems Inc. © 1992 FCI/Pony Canyon, Inc.

The Ultima series of role-playing games, which has been very popular on personal computers and, more recently on the NES and Game Boy, makes the jump to the Super NES with Ultima: The False Prophet from FCI, an adaptation of the recent PC hit Ultima VI. While the graphics are well drawn and easy to follow, the

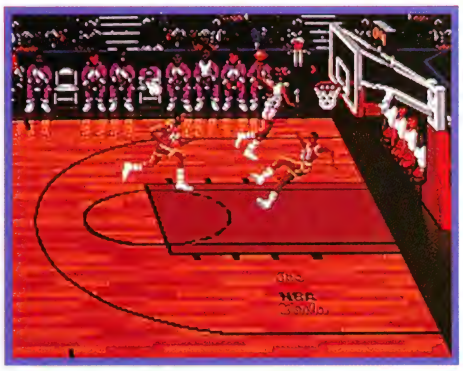


emphasis in this role-playing epic is on story depth, character development and intricate puzzles. The world of Britannia has been shaken by earthquakes and the coming of gargoyles from the underworld. You are the Avatar, but a disturbing twist in the tale, triggered by the presence of evil creature, reveals that you may actually be a false prophet with sinister intentions. Your quest is to disprove these allegations and find out what force of evil is behind this fiendish plot, or find out that they are true. There are plenty of mysteries to solve, battles to win and magic items to uncover which require many hours of game play. The Super NES allows for depth, detail and high-drama, and Ultima: The False Prophet delivers.

BULLS VS. LAKERS AND THE NBA PLAYOFFS

© 1991 Electronic Arts

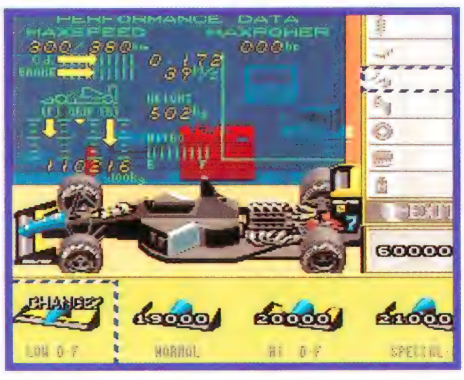
The 1991 NBA Championship, which ended with the Chicago Bulls taking the trophy, is faithfully recreated in Bulls Vs. Lakers and the NBA Playoffs from Electronic Arts. All 16 of the teams that participated in the playoffs are represented with their realistic strengths and weaknesses. You can attempt to change history by taking charge of an underdog team and face off with the best players in the NBA or confirm the power of the Bulls by taking them to the top all over again. You can also join up with the Western or Eastern All-Stars. Every team includes its full player roster from the 1990-1991 season with a complete set of stats for each player. Player reputations also play a part. The video game version of the Celtics' Larry Bird, for instance, is an awesome outside shooter while Charles Barkley of the 76ers muscles inside and slams the ball through. Of course, the game isn't all about the stars. You have to let your big players rest sometimes and give minutes to their backups. Play intelligently and you could go all the way to the World Championship.



F1-ROC

© 1991 Seta

F1-ROC from Seta is a race of champions on a Formula 1 circuit of 16 courses. Your racing team competes against seven other competitive camps to come up with the best car and the fastest time around the track. If you finish the race in the money, you can spend your winnings on automotive improvements, then enter the next race and prove your mettle all over again. Super NES scaling and rotation effects help make your view of each track realistic and exciting as they do so effectively in F-Zero. Unlike its futuristic fellow racer, F1-ROC depicts a down to earth race with present-day cars which require time-consuming pit stops and regular maintenance. Another realistic feature is manual shifting which adds to the complexity of car control but takes the game one lap closer to actual Formula 1 racing. If you're well-practiced and you keep your car trouble free, you may earn the pole position in qualifying heats and give yourself the inside track for big money victories and the Formula 1 racing trophy.



NCAA FINAL FOUR

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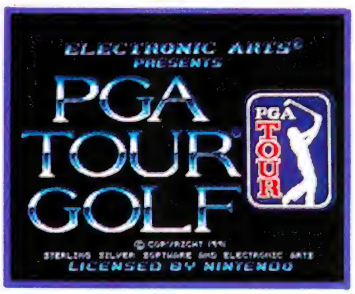
The college basketball championships are always one of the most talked about sports events of the year. Hal America's NCAA Final Four brings all of the excitement of this competition to the Super NES. Five of the biggest NCAA conferences are represented. You can control any team in the game and take them through to the Final Four. Since the actual stats and strategies of each team are built into the game, the teams in the game play like their real-life counterparts. The St. John's Redmen for example, run a man-to-man defense and slow down the ball on offense while the Runnin' Rebels of UNLV run the fast break and use a high pressure defense. If you know the reputation of your opponents, you'll be able to play against their strengths and weaknesses. When you

start the game, you'll play every team in your conference twice, then receive an invitation to the tournament if your record is good enough. Then, it's single elimination up to the Final Four and the NCAA Championship. In addition to realistic stats, the emphasis of this game is on detailed graphics and top-notch play control.

PGA TOUR GOLF



© 1991 Electronic Arts

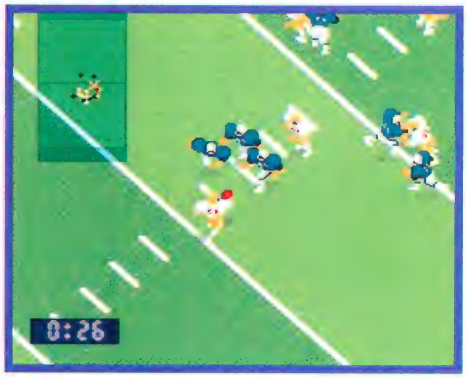
The scaling and rotation effects that are made possible by the Super NES get a real workout in PGA Tour Golf from Electronic Arts. This tour of four challenging courses is brought to life with fly-by-aerial views, a zoom window for close-ups and the Electronic Arts Sports Network (EASN) Ball Cam, which follows the ball in

flight from several different views as realistically as a TV telecast covers the action. When you join the tour, you'll play against 60 of the PGA's best pros in the Player's Championship at Sawgrass, the PGA West Tournament at the PGA West Stadium Course, the Kemper Open at Avenel and the Honda Classic at Eagle Trace. If you're not sure how to approach a hole, you can consult with one of the Tours biggest stars for special advice. Then size up the hole with an overhead view, check the wind and fire off your best shot. If you make a shot that's too good to be true, you can take another look at the instant replay, then save your best shot of the round on the Game Pak's battery backup. The battery also saves stats and standings.

SUPER PLAY ACTION FOOTBALL

© 1991 Nintendo

Imagine being in charge of your own college football team. You choose the schedule, you run the plays and you climb the Top 20 Poll with every win over other top-ranked teams. The College Season, featuring 97 realistic squads, is just part of the feature-packed phenomenon, Super NES Play Action Football from Nintendo. Start the game with a by-the-book high school team to learn the basics, then work your way up to the more complex professional ranks. Every NFL team is represented by team logo and uniform in the Pro Season. You take control over your favorite squad and lead it through a season. If you've memorized your plays and you know your competition, you can power your team through the playoffs and on to the Super Bowl. The action is presented in close up



with detailed graphics and smooth animation while a radar view of the entire field lets you know what's happening off screen. Games take place on grass fields and artificial surfaces, in domed stadiums and out in the open where weather conditions and wind add a sense of realism to an already realistic game.

SUPER SOCCER CHAMP

© 1992 Taito

Taito's Super Soccer Champ is a physical game with a lot of acrobatic moves and fast action plays. You can take charge of a tough soccer squad from Brazil, Germany, England, Argentina, Holland, Japan, Italy or the United States and lead them to the top of the heap. Sliding tackles, bicycle kicks, shoulder charges and

diving head shots are all part of the game. You can also master a super shot for an instant goal if you know your stuff. If you're a tough competitor and you play a little too rough, you could get a red card and be thrown out of the game. So, you'll have to know when to be aggressive and when to back off. One or two players can participate while two players can join the same squad or play on opposing teams. The action is shown with realistic detail and smooth animation from a view that floats over the sideline following the ball as it moves quickly from goal to goal. Pre-game preparations, goal celebrations and post-game festivities are all presented with life-like digitized graphics that will make you feel as though you're really taking part in the game.

SUPER NES

GAME PAK INDEX

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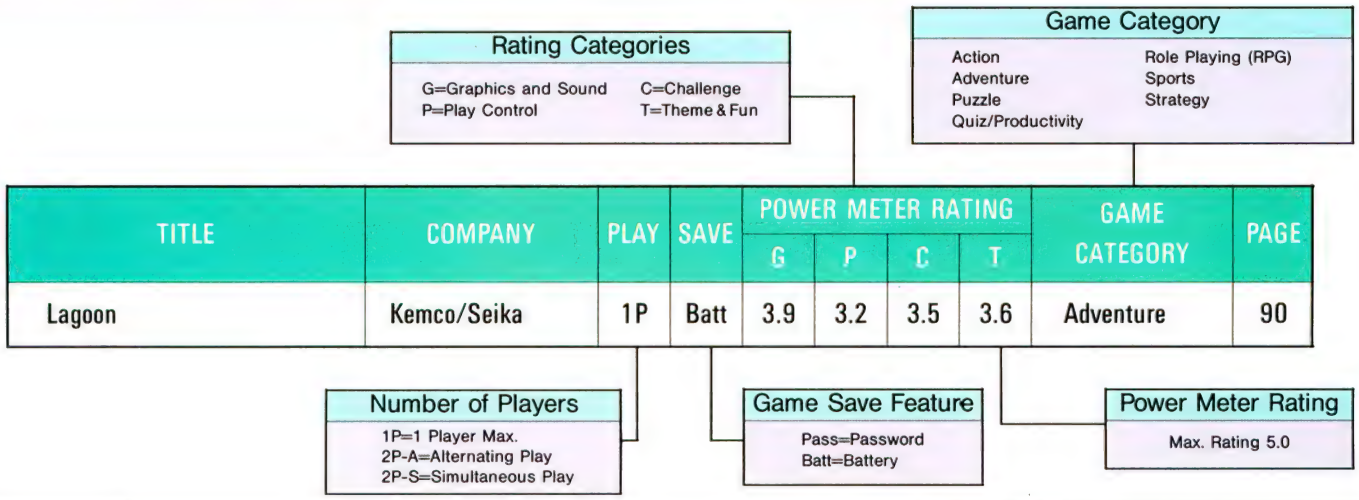

TITLE	COMPANY	PLAY	SAVE	POWER METER RATING				GAME CATEGORY	PAGE
				G	P	C	T		
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Darius Twin	Taito	2P-S		3.6	4	3.4	3.3	Action	68
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TITLE	COMPANY	PLAY	SAVE	POWER METER RATING				GAME CATEGORY	PAGE
				G	P	C	T		
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John Madden's Football	Electronic Arts	2P-S		3.6	2.7	3.6	3.6	Sports	146
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TITLE	COMPANY	PLAY	SAVE	POWER METER RATING				GAME CATEGORY	PAGE
				G	P	C	T		
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Super Contra IV	Konami	2P-S		N/A	N/A	N/A	N/A	Action	152
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Super Soccer Champ	Taito	2P-S		N/A	N/A	N/A	N/A	Sports	157
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Super Mario World
Super Ghouls 'N Ghosts
Super Castlevania IV
Final Fight
Gradius III
Super R-Type
U.N. Squadron
The Legend of the Mystical Ninja
Smash TV
Joe & Mac
Ultraman: Towards the Future
Paperboy 2
Home Alone
HyperZone
Pit Fighter
Darius Twin
ActRaiser
Wanderers from Ys
Lagoon
Final Fantasy II
The Legend of Zelda: A Link to the Past
Pilotwings
SimCity
Populous
Drakkhen
The Chessmaster
Miracle Keyboard
F-Zero
Super Off Road
Super Tennis
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True Golf Classics: Waialae Country Club
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